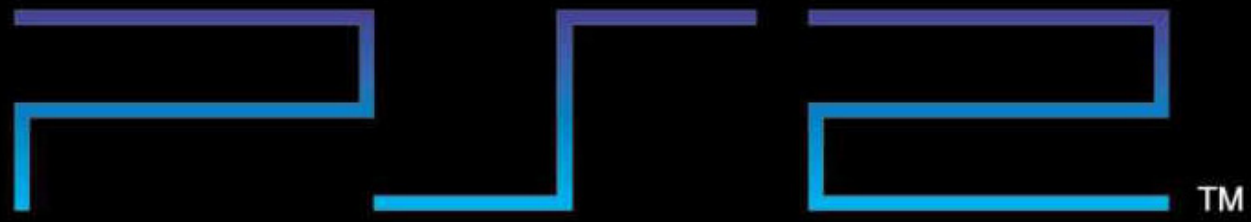

THE PlayStation®2 Encyclopedia

vol.4

N – R

copy/paste:
DaddaRuleKonge
2018

DaddaRuleKonge

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are (was) my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

• Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

• Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

• Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

• Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

demo pals

"features collector's resources to Nirvana records, survival horror games, PAL PlayStation demos, and Tomb Raider promos"

• Used for info info and pictures on some demo's

A detailed site which includes information and pictures on different demos.

https://crimson-ceremony.net/demopals/index.php

10min Gameplay

• Used for pictures

A gigantic youtube channel that show a huge amount of gameplay videos from several different consoles.

https://www.youtube.com/channel/UCzjc5uyPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

• Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

• Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

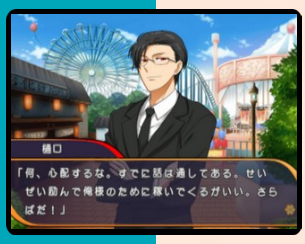
"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

• Used for pictures

https://www.youtube.com/user/RetronyashJr/

NadePro!! Kisama no Seiyuu Yatte Miro!



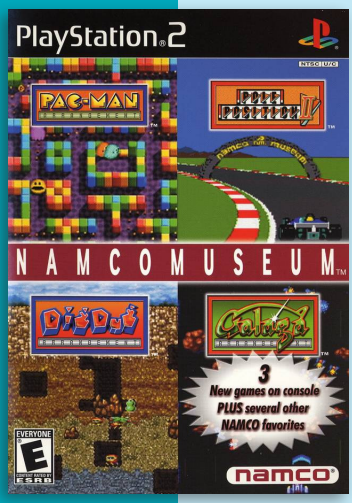
Developer	GungHo
Publisher	GungHo
Release date	(jp) October 29, 2009
Genre	Visual novel
Mode	1 Player

The protagonist is a third year high school student. On career she start work at the voice actor company “Nadeshiko Production”. She will have to debut as a voice actor at and produce results in one year. As an amateur she has no idea what to do.

The Limited Edition features a bonus CD.

Namco Museum

7.2



Developer	Mass Media
Publisher	Namco
Release date	(us) December 4, 2001
Genre	Compilation
Mode	1-2 Players

Namco Museum is part of the series of video game compilations released by Namco for various consoles, containing releases primarily from their arcade games from the late 1970s, 1980s, and early 1990s.

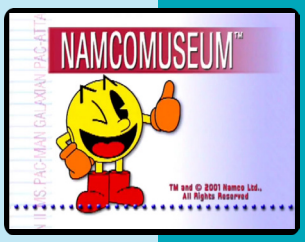
This version marks the first time an entry was released on PlayStation 2, Xbox, and GameCube.

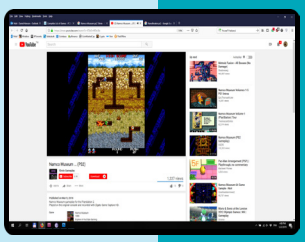
The collection on these consoles include all the games from Namco Museum 64 and Namco Museum for Dreamcast.

The 12 games include:

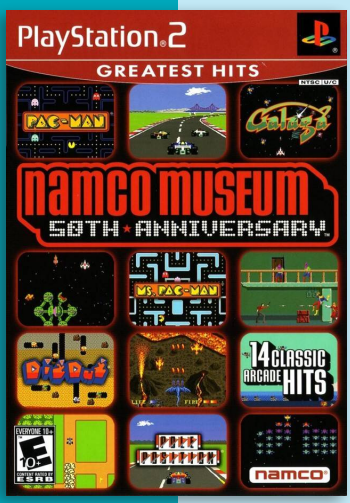
Pac-Man	Pole Position
Pac-Man Arrangement	Pole Position II
Galaga	Ms. Pac-Man
Galaga Arrangement	Galaxian
Dig Dug	Pac-Attack
Dig Dug Arrangement	Pac-Mania

This edition of Namco Museum is the first collection in the series to include a game that originated on home consoles (Pac-Attack, originally released on the Genesis and the Super NES and also previously included in the Japanese-only Namco Anthology Vol. 2, and Pac-Man Collection). The “Arrangement” games in the collection were originally on the arcade’s Namco Classic Collection Vol. 1 and Vol. 2.





Greatest Hits



Namco Museum 50th Anniversary

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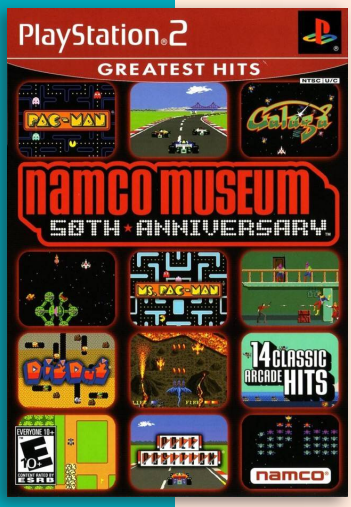
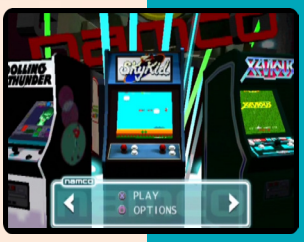




Developer	Digital Eclipse
Publisher	Namco, (eu) Electronic Arts
Release date	(us) August 30, 2005
Genre	Compilation
Mode	1-2 Players

This compilation was released as a special edition that marks Namco's founding as a toy manufacturing company in 1955. It was the second Namco Museum compilation to be released on the PlayStation 2, Xbox and the GameCube. In Japan, this was released under the title Namco Museum Arcade Hits! for PlayStation 2 only, with Pac-Mania and Galaga '88 unlocked right from the start and different menu music.

This compilation includes 16 games:

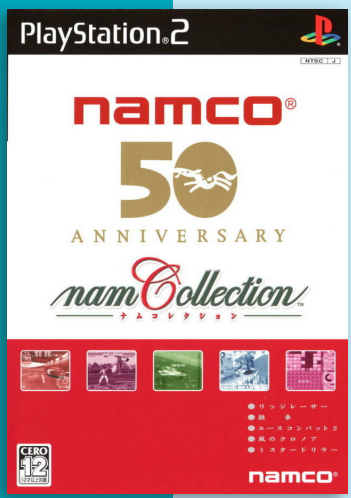
Pac-Man dagger (1980)
Ms. Pac-Man dagger (1981)
Galaga dagger (1981)
Galaxian (1979)
Dig Dug dagger (1982)
Pole Position (1982)
Pole Position II (1983)
Rolling Thunder (1986)
Rally-X dagger (1980)
Bosconian (1981)
Dragon Spirit (1987)
Sky Kid (1985)
Xevious (1982)
Mappy (1983)
Pac-Mania (1987) – unlockable, requires scores of 15,000 in Pac-Man and 20,000 in Ms. Pac-Man to unlock.
Galaga '88 (1987) – unlockable, requires a score of 40,000 in Galaga to unlock.

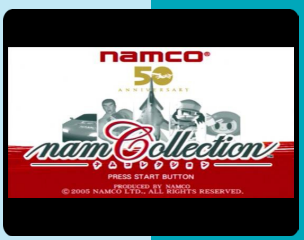
This is the first edition of Namco Museum with actual arcade game emulation using the original game ROM images.

The Windows version was negatively received because of StarForce protection and, retrospectively, the lack of support for Windows 7 and higher.

NamCollection

7.6





Developer	Namco
Publisher	Namco
Release date	(jp) July 21, 2005
Genre	Compilation
Mode	1-2 Players

NamCollection is a compilation of 5 PlayStation games by Namco, released in 2005 in Japan to celebrate their 50th Anniversary. Each Game includes enhancements like analog stick support and retexturing.

Included games: Ace Combat 2, Mr. Driller, Tekken, Ridge Racer, Klonoa: Door to Phantomile.

"wiki.pcsx2.net"

Namco X Capcom

8.0

PlayStation 2 the Best

Developer	Monolith Soft
Publisher	Namco
Release date	(jp) May 26, 2005
Genre	Turn-based strategy, Role-playing
Mode	1 Player

Namco × Capcom is a tactical role-playing crossover game. The gameplay combines tactical RPG and action sequences during battles, featuring characters from video game series owned by Namco and Capcom. The narrative sees Reiji Arisu and Xiaomu, operatives for paranormal investigative group Shinra, confront distortions bringing characters from other realities into their own.

Namco × Capcom puts players in control of teams of characters draw from the video game properties of Namco and Capcom. Gameplay is divided into levels, which are unlocked as the player progresses through the narrative. These levels are split between between story segments told through character interactions, and gameplay where party members face off against enemy parties, with victory conditions which include clearing the field of enemies. In addition to normal story missions, the player can engage in training levels using training dummies to practice moves. They can also purchase items for healing or character boosts at shops using currency won during battles and through a gambling minigame activated between certain story chapters.

Character moves and actions are dictated by Ability Points (AP), of which a set amount is assigned to each character at the beginning of battle. The game's turn-based battles play out in a grid-based arena; each unit on both sides has their turn placed according to their current AP. Any character with ten AP can move and perform actions, with AP being recovered by doing little or nothing for each turn. Movement distance varies between characters, with some walking or flying and others being able to pass over obstacles. Playable characters appear in both pairs and as solo units, with different characters specialising in short or long-range attacks based on their abilities in native series.

When units engage in battle, the game transitions into a sidelong perspective. Timed button presses trigger different attacks. Each unit's attack number is dictated by a counter labelled "Branch". When the Branch counter is depleted, the battle ends, and if the enemy unit is defeated they disappear from the map. Successful attacks begin a combination, which increase a character's experience point reward. Continual attacks also raise a character's fatigue level, which when maxed out will prevent them from moving for several turns.

Successful attacks build up special meters which allow for both a unit-specific special attack an a Multi-Assault attack where another character is called in to deal extra damage. The player party can also engage in a defensive battle when attacked, with successful defending decreasing or nullifying damage and regaining AP. The player can also directly counter attacks, which drains AP. With each battle, player characters gain experience levels based on earned EXP.

Namco × Capcom was developed by Monolith Soft, then a subsidiary of Namco consisting of former Square employees who had gained

fame through their work on the Xenosaga series and Baten Kaitos: Eternal Wings and the Lost Ocean. The game was directed and written by Soichiro Morizumi, a former employee of Super Robot Wars creator Banpresto. The producer was Kouji Ishitani, who had served as an assistant director for Xenosaga Episode I and Baten Kaitos. Development began in 2003, and was initially proposed by Monolith Soft as an internal crossover of Namco characters for the company's 50th anniversary. This led to a roster of around 100 characters, but the team wanted a larger roster. To achieve this and create a "more exciting" experience, Namco reached out to Capcom to collaborate on the project. Capcom agreed, breaking the accepted reality of the time for large rival companies not to cooperate on a project. The game was Capcom's second major collaboration with another publisher following the SNK vs. Capcom series.

Namco × Capcom was Morizumi's first project for Monolith Soft, and was in charge of writing the game's scenario. The main theme of the story was "Love", a theme common to Morizumi's later writing. The antagonistic Saya was originally written as "brutal and irritating", but the character's interactions with Xiaomu and the input of her voice actress Ai Orikasa changed Saya into a woman with a big sister persona. This forced multiple rewrites to the script. While he remembered it fondly in later years, Morizumi found the project exhausting. Shinichiro Okamoto, one of the game's executive producers, described the project as difficult for him and credited the rest of the staff with helping the game reach completion.

The character redesigns for Namco and Capcom characters were done by Takuji Kawano, an artist from the Soulcalibur series. The original characters were designed by Kazue Saito, who like Morizumi had worked on the Super Robot Wars franchise. Saito also designed the sprite graphics, and cut-in graphics for battles. The conversation portraits for characters were designed by veteran artist Kazunori Haruyama. The design of main protagonist Reiji was based on the builds of professional wrestlers. The game's opening animation was produced by Production I.G, famous for their work on anime and video game series.

Namco × Capcom was announced in January 2005; at this point, the game was 70% complete. When first announced, Mega Man artist Keiji Inafune praised the initiative behind the project. Namco × Capcom was released in Japan on May 26, 2005. The game was never released internationally. Several outlets cited both its large amount of text, and a lack of worldwide recognition for a lot of represented characters as the main reasons. A fan translation was created by a group called TransGen, who also created a translation for the PlayStation 2 port of Kingdom Hearts: Chain of Memories. The team working on Namco × Capcom included ten people developing the patch itself, and thirty beta testers. The translation was completed over two years, releasing in 2008.

During the weeks following its release, the game came among the top ten best-selling games, reaching sales of nearly 117,000 units by late June. By the end of the year, the game was among the top 100 best-selling games in Japan, with total sales of 131,600.

Japanese magazine Famitsu positively noted the use of kyōgen comedy routines in dialogue, but found other characters lacking development. One reviewer enjoyed the combination-based battles, but another faulted the game's balance. Gaming website HardcoreGamer101 said the game was "all about fan service", enjoying the character interactions but finding the gameplay itself very shallow. Siliconera similarly noted shallow and repetitive, but noted that fans of both Namco and Capcom would enjoy the crossover elements.

Hirohiko Niizumi of GameSpot felt that players needed to know the characters to enjoy the game, but found the interactions between characters enjoyable. He also noted the simplicity of the gameplay, attributed to the need for broad appeal. Anoop Gantayat, writing for IGN, found the game's visuals lacking despite the game's hardware, and called the story structure "pretty plain".

Nana

8.4

J

Developer	KCEJ
Publisher	Konami
Release date	(jp) March 17, 2005
Genre	Visual novel
Mode	1 Player

Nana is the first video game based on the manga of the same name. The game focuses on the lives of Nana Osaki, and Nana Komatsu, two girls who moved to Tokyo to make their dreams come true. Although, Nana and Hachi are prominant characters the game gives the player their own character, who lives next to the Nana's in Apt. 708. There are five choices of characters, all are uniquely designed by Ai Yazawa for the game.

The player gets to experience the storylines of volumes five through eight. Additionally, the player can meet other characters like, Ren Honjo, Takumi Ichinose, or Shinichi Okazaki, and the player can even date them. They also, can experience Tokyo life, for example getting part-time jobs, buying clothes, and decorating their room.

"psxdatacenter.com"

Nanatsuiro * Drops Pure!!

Developer	SofPal Inc.
Publisher	Media Works
Release date	(jp) September 20, 2007
Genre	Visual novel
Mode	1 Player

7.1

J

Nanatsuiro - Drops Pure!! is a port of an adult visual novel released on Windows by UNiSONSHIFT in 2006. In addition to adult content being tuned down and rating level reduced, this port features more characters, new numerous CG events and expanded story, theme track done for each character, and renewed opening movie.

The player control the asocial student, Masaharu Tsuwabuki. After bumping into a person and ending up with a magic soda can, he transforms into a stuffed animal lamb at night. He must collect seven stardrops, in order to return to normal.

Each year the two magic schools, Pramu Cloris and Saint Asparas, pick their top Stellar Spinners to send to the human world to capture seven stardrops in a goodwill competition to improve relations.

"psxdatacenter.com"

NanoBreaker

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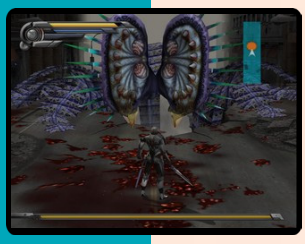
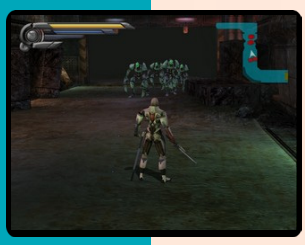
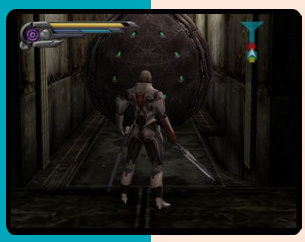
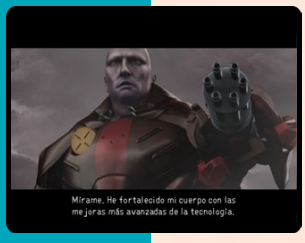






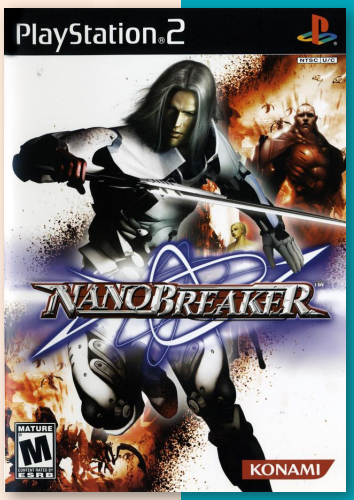


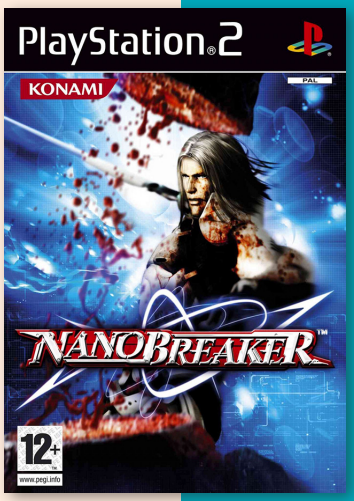
Developer	KCET
Publisher	Konami
Release date	(jp) January 27, 2005
Genre	Action-adventure
Mode	1 Player

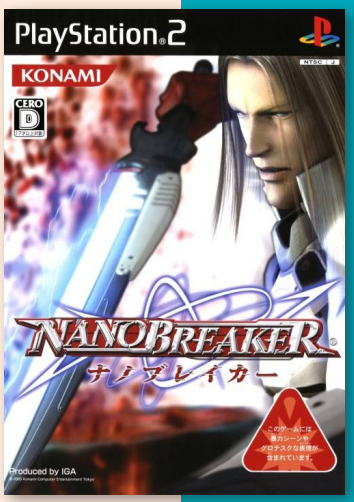
Nano Breaker is a hack-n-slash game developed and published by Konami for the PlayStation 2. The player controls Jake, the protagonist of the game, and explores a large island stage. The game takes place in 2021, in which the United States has established an island facility called Nanomachine Island to research and develop nanotechnology for implementation in military and civilian life. To reach this goal, the United States collected the world's foremost scientists, analysts and businessmen and then formed a secluded community out of them. Through 20 years of technological gain, this world is the result. As Jake, the player's goal is to assist the daughter of a brilliant scientist in her quest to restore order to the island and its people by destroying the main computer which manages the activities of the nanomachines.

Jake wield a plasma blade that has the ability to transform into numerous weapons (axe, broadsword, hammer, etc.), which are generated by the blade during combo attacks. The plasma blade also has the ability to grapple enemies from afar with a blue energy cord. Jake's body is metallic and features wings that can come out of his shoulderblades and allow him to glide. The wings also serve as a sort of "limiter release" for more powerful combos and finishing moves. Within the game world, the player will be facing the mutated inhabitants of the island which are referred to as "Orgamechs". There are many different types of orgamechs including humanoid, bug and dog types. The points system is a counter which racks up the amount of blood spilled after killing an orgamech. After the counter reaches certain amounts of blood Jake will receive extra health and energy as well as increases in the maximum amount of health and energy Jake has at his disposal.

Nano Breaker was produced by Koji Igarashi, famous for his contributions to the company's Castlevania franchise. The game uses a modified version of the Castlevania: Lament of Innocence engine.







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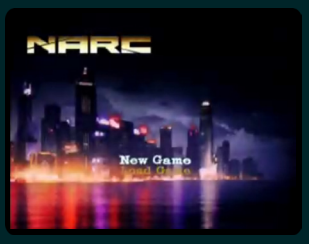
NARC



Developer	Point of View
Publisher	Midway
Release date	(us) March 22, 2005
Genre	Action-adventure
Mode	1 Player

This is a 2005 update of the 1988 arcade hit of the same title. NARC is a third-person shooter that has the player tracking the distribution of the deadly new narcotic "Liquid Soul" across two different cities in Asia and the U.S.A. The player controls one of two characters - Narcotics detective Jack Forezenski (voiced by Michael Madsen), or D.E.A. agent Marcus Hill (voiced by Bill Belamy). Both are led by Narcotics chief Joe Kowalski (voiced by Ron Pearlman), and the player switches between the two as the story unfolds.

As an undercover cop, players are free to roam the streets and dispense justice at their discretion. Aside from storyline missions, players can encounter 12 types of randomized street crimes and stop them to boost their "badge rating" (loosely, a measure of their trust within the police). Players can likewise flash their badge around to cause perps to surrender or run. Criminals that resist must be beaten in a small "struggle" minigame to get cuffed. Players can also arrest alleyway drug dealers and deposit their drugs safely at the station.

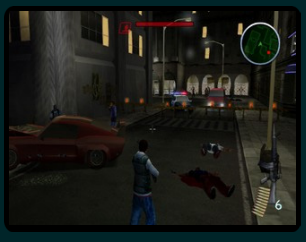
Alternatively, the player can beat up drug dealers for their cash and stash, then sell the drugs to civilians for income. The player can also use the drugs themselves for temporary beneficial effects (ecstasy keeps enemies from attacking, speed makes the player character run and shoot faster, etc.) at the cost of badge points and the potential to become addicted. Excessive use of force against innocent civilians, or selling drugs to other undercover cops, result in major losses of badge points.

Players have a maximum badge rating of 100. If it drops below 49, they are demoted to Patrolman and cannot take new story missions. The player must roam the streets in their police blues and stop enough random crimes to be moved back to Narcotics. If the player's rating drops below 24, they are kicked off the force and rendered jobless. Jobless players cannot fight or shoot weapons without attracting police attention. Further drops in rating cause the player to be wanted by the police, with a rating of 5 or lower spawning officers specifically to shoot or arrest the player.

The game was also released on Xbox and Windows. A planned GameCube version was later canceled. Although the update was slated to be a straight remake of the story from the arcade game, the version that was eventually released featured a totally new story. The game's soundtrack features artists such as Curtis Mayfield, Cypress Hill, Grandmaster Flash, Lynyrd Skynyrd, and indie artists such as Point Game and Camden.

The integration of drug use by the protagonist is in complete contrast to the anti-drug message of the original arcade game. The game's source code (engine) dates back to the then three-year-old State of Emergency.

A March 21, 2005 press release announced the game's shipment to retailers and emphasized that NARC was designed for an "older audience". Indeed, the game was given an M rating. According to Chris Morris, *"Its timing, though, couldn't be worse – and could have long-term ramifications on the industry"*. Illinois Governor Rod Blagojevich said of the game, *"These kinds of games teach kids to do the very things that in real life, we put people in jail for. Just as we don't allow kids to buy pornography or alcohol or tobacco, we shouldn't allow them to buy these games."* NARC was banned from Australia before it was released.



SAY 'NO' TO DRUGS...

by: PlayStation 2 Official Magazine (AU) #33

...and 'Yes' to Midway's *NARC*

Nicotine, valium, Vicodin, marijuana, ecstacy and alcohol. Sure, they may have made for some catchy lyrics in that Queens Of The Stone Age song, but by no means are they the ingredients of a good time, kids - you should be spending your time getting 'high scores' rather than 'scoring highs'.

The morals of Midway's fourthcoming action remake NARC seem to be a little ambiguous. You alternate between controlling two cops trying to stamp out the drug pushing and trafficking on the streets, while at the same time taking drugs yourself, including marijuana and ecstacy, in order to 'enhance' your skills and awareness.

However, taking too many drugs does result in addiction - meaning you get the shakes, pass out and even get kicked off the force, leaving you to solve random crimes vigilante-style in an effort to get your badge back.

We can't confirm at this stage whether or not you can actually get 'the munchies', but we'll be following the progress of this game and its potential battle with the OFLC in the coming months.

NO MORE NARC!

by: PlayStation 2 Official Magazine (AU) June 2005 #41

OFLC puts the kybosh on Narc

"Adults should be allowed to read, hear and see what they want" - words from the National Classification Code. The sentence, "Except when we decide otherwise," is missing - but that doesn't mean it doesn't happen.

A seven-member panel of the Australian Classification Board decided six to one that Midway's upcoming *Narc* be refused classification.

Playing as a member of an elite narcotics squad, players could choose to go straight or crooked; using the very narcotics they're after to gain an extra edge and some quick cash. We don't really agree with RC (Refused Classification) ratings, but a concept like that is just asking from trouble. Why not just turn *Trainspotting* into a game?

It's a little uncharacteristic of the OFLC to ban a game before it has been released. Normally they wait a year after it has been on shelf and then ban it. Oh yes, we went there...

Naruto: Ultimate Ninja series

Naruto: Ultimate Ninja, known in Japan as the Naruto: Narutimate Series is a series of fighting games, based on the manga and anime series Naruto by Masashi Kishimoto, for the PlayStation 2. They were developed by CyberConnect2, and published by Bandai and later Namco Bandai Games. It was followed by four more titles for the PlayStation 2, as well as five spinoffs for the PlayStation Portable, and a follow-up title for the PlayStation 3 entitled Naruto: Ultimate Ninja Storm. While starting out as a series exclusive to the PlayStation family of systems, the series has also been present on Xbox devices since the release of Naruto Shippuden: Ultimate Ninja Storm 2 for the Xbox 360.

In the Ultimate Ninja Series line, the player controls one of the characters within the Naruto anime and manga. The simple goal is to fight the opposing character and to win by reducing their health to zero. Along with the various weapons available to the characters also have their various special abilities taken straight from the series (Naruto Uzumaki's Rasengan (螺旋丸 lit. spiral sphere, English manga: "Spiral Chakra Sphere") or Sasuke Uchiha's Chidori (千鳥, lit. "One Thousand Birds"), for example). To use these attacks, however, the player must have the required chakra as indicated by the "chakra bars" located under the players health. Using the technique drains the chakra bar (which can be regained through various methods, including special, character specific methods for some characters). These special techniques are not performed in real-time, however; once successfully executed, a cinematic takes place, where the player either has to fill a bar to a specific level or hit buttons illustrated in the corner of the screen faster than their opponent to assure the attack is at its full strength. All characters can use the substitution jutsu, although some characters use different versions (two variants of Substitution exist; one which evades normal attacks, and another which begins a tug-of-war like minigame after juggling an opponent). Also, some characters have specific transformations available to them (such as Sasuke's Curse Mark of Heaven with the right amount of chakra or, in the later games, by successfully executing their special technique). The first two games of the Ultimate Ninja series let players execute three different secret technique attacks using three different Chakra levels (red, purple, and blue, in order of weakest to strongest), two different signature techniques, and a wide variety of kicks and punches. However, in Ultimate Ninja 3, players are only allowed to use one secret technique attack, besides the other attacks and techniques. To compensate for this, players will be allowed to select the secret technique of their choice before each battle, but not all secret techniques will be made available at the start of the game. Different secret techniques must be obtained through story mode and completing missions.

Various Ultimate Ninja games have become Namco Bandai's best-selling games. In January 2012, Namco Bandai announced that they have sold 10 million Naruto games worldwide, including 1.9 million units in Asia, 4.3 million in North America, and 3.8 million in Europe. In celebration CyberConnect2's CEO Hiroshi Matsuyama participated in the 2012 Paris International Marathon while cosplaying as Naruto Uzumaki, thanking fans. In 2016, more than 25 million units were sold.

Critical reception to the games has been positive. G4's X-Play gave Ultimate Ninja a three out of five for a creative comic-book feel and stylish cel-shaded graphics, but complained that the controls are too simple, and that the English voices are "slightly questionable." Both IGN and GameSpot noted the game was both accessible and enjoyable and praised the anime/manga-inspired graphics.

Do you have what it takes to become the Ultimate Ninja?

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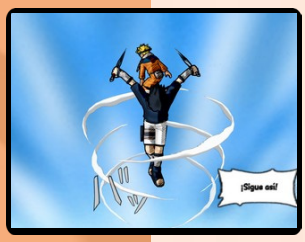
Naruto: Ultimate Ninja

7.5



Developer	CyberConnect2
Publisher	Bandai, (us) Namco Bandai Games (US), (eu) Atari
Release date	(jp) October 23, 2003
Genre	Action, Fighting
Mode	1-2 Players

Naruto: Ultimate Ninja, known in Japan as Naruto: Narutimate Hero, is the first installment of the Ultimate Ninja series.

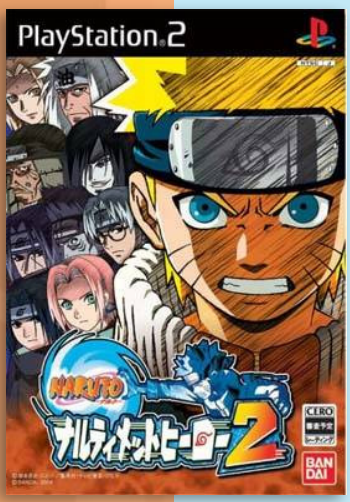
There are special techniques and jutsus that can be used. Some characters feature the ability to activate special mode by inflicting the special techniques which enhances their status and gives them new abilities. It also features several items, like shuriken and kunai. There are many multi-layered stages from around the Naruto universe, including the Hidden Leaf Village, the Chunin Exam arena, and the Forest of Death. The game also uses support characters such as Naruto's support being Iruka, or Sasuke's support being Kakashi Hatake. The game features an arcade style story mode. Although the game loosely covers the events in the original manga from the Introduction arc up to the Invasion of Konoha arc, the game's twelve stories are meant to depict the events from different characters' perspectives and as the result some of them deviates from the original source (such as Neji being declared the winner in his fight with Naruto). Each stories consist of up to six battles divided by dialogues in a manga style display, one of many homages to its source material.

In the original Japanese version, there were only 12 characters; however, Namco Bandai has added the ability to separately select both the Curse Mark Sasuke and Nine-Tailed Naruto as bonus characters in the North American and European versions. As these characters were already available in the Japanese version as transformations (of Sasuke and Naruto respectively), both of these characters have lost the ability to transform into their stronger versions during battle. The original Japanese transformation would later served as the ground up for the transformations in Naruto: Ultimate Ninja 3.

J N P

Naruto: Ultimate Ninja 2

7.3



J N P

Developer	CyberConnect2
Publisher	Namco Bandai Games, (jp) Bandai, (au) Atari
Release date	(jp) September 30, 2004
Genre	Action, Fighting
Mode	1-2 Players

Naruto: Ultimate Ninja 2, known in Japan as Naruto: Narutimate Hero 2, is the second installment of the fighting game series Naruto: Ultimate Ninja. Like some other Naruto games in Japan, this one was available in two covers: one featuring Naruto Uzumaki along with several different characters in the background, and the other with Sasuke Uchiha and several other characters.

Ultimate Ninja 2 features a similar gameplay experience to Ultimate Ninja, featuring many of the same gameplay elements and geography. The game replaces the arcade-style story mode from the original game with an RPG-esque story mode that loosely covers the events up to episode 96 in the anime as well as a filler arc made up for the game involving a special seal made by Orochimaru. This is the last game to feature support characters until Ultimate Ninja 5 as they were excluded in Ultimate Ninja 3. This time, the support characters are no longer fixed and all characters in the game have the ability to become support characters.

There is a total of 32 characters featured in the game (33 in the Japanese version with the inclusion of Doto Kazahana as a promotion for the movie Naruto the Movie: Ninja Clash in the Land of Snow. The promotion also include two stages from the movie that were not included in the overseas version). All characters have the ability to activate special modes during battle (unlike the original game which restrict the modes to several characters).

Naruto: Ultimate Ninja 3

7.5

Developer	CyberConnect2
Publisher	Atari, (jp) Bandai, (us) Namco Bandai Games
Release date	(jp) December 22, 2005
Genre	Action, Fighting
Mode	1-2 Players

Naruto Ultimate Ninja 3, known as in Japan as Naruto: Narutimate Hero 3, is the third installment of the fighting game series Naruto: Ultimate Ninja. The UK release was only available in specific Tesco stores. This game features the largest character roster upon release, and third largest roster in the Ultimate Ninja series, with 42 characters, and covers the events up to episode 135 in the anime. The player can use equippable jutsu, a trend that began in the second game, and for the first time, equippable Ultimate Jutsu. When two jutsus of the same strength clash, the game cuts to a jutsu clash, in which the player or players must rapidly press a specific button repeatedly, until either jutsu wins out over the other. In this installment, the player is to both induce temporary transformations (such as Sasuke's Curse Mark, and Rock Lee's Eight Inner Gates) through Ultimate Jutsu, and other, more permanent ones, that last the entire rest of the fight (like Nine-Tailed Naruto or the Second State Curse Mark). The game also heavily expands on the previous game's RPG mode, and is the first in the series to use CGI cutscenes. The player also has the ability to summon other characters through the use of Ultimate Jutsu, such as Gamabunta. However, support characters have been removed and the game restricts the player to use only one Ultimate Jutsu for each battle instead of the usual preset three (though they can be changed before battle).

Additionally, the Japanese version comes with a bonus DVD that includes a special 26-minute Anime OVA. It features many characters from the series, both living and dead, making it a non-canon release. The basic plot centers around a Battle Royale tournament, providing players with hints to be used in the RPG mode contained in the game.

J N P

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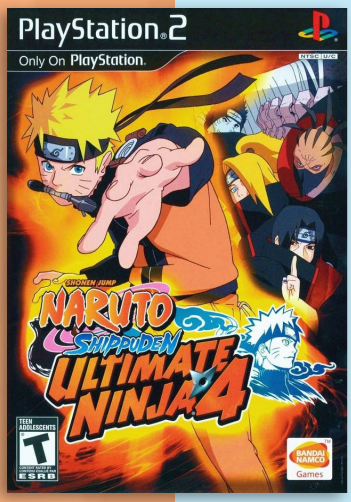
Naruto Shippuden: Ultimate Ninja 4

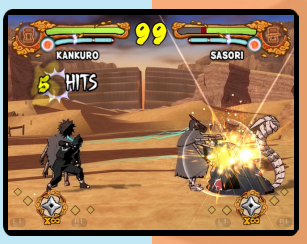


J N P

Developer	CyberConnect2
Publisher	Namco Bandai Games, (eu, au) Atari
Release date	(jp) March 24, 2009
Genre	Action, Fighting
Mode	1-2 Players

Naruto Shippuden: Ultimate Ninja 4 known in Japan as Naruto Shippuden: Narutimate Accel, is the fourth installment of the Ultimate Ninja series, and the first in the Accels. The game introduces Naruto Shippūden characters for the first time, featuring 52 playable characters. Other changes include the introduction of fixed ultimate jutsu, which change as health decreases or if the player enters any secondary mode. The graphical style of the game has also been toned down, retaining the anime look. The RPG mode (now called Master Mode) is heavily expanded, now featuring a more action-oriented gameplay and explore the massive world of Naruto (unlike the previous games which had a more sandbox-style gameplay).

The game only covers halfway through the Kazekage Rescue arc in the Shippuden storyline (roughly at episode 15 in the anime), though to make up for the lack of story, a filler arc is made up for the game that takes place before the Shippuden storyline called the “Black Shadow”. Hero’s History mode from Ultimate Ninja 3 is also retained, now retelling the events of the original series more faithfully and includes completely redone and improved scenes from Naruto Ultimate Ninja 3 as well as redone CGI scenes.



Naruto Shippuden: Ultimate Ninja 5

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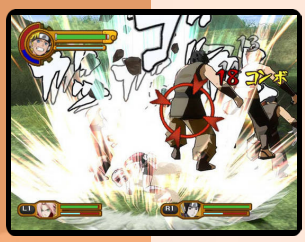
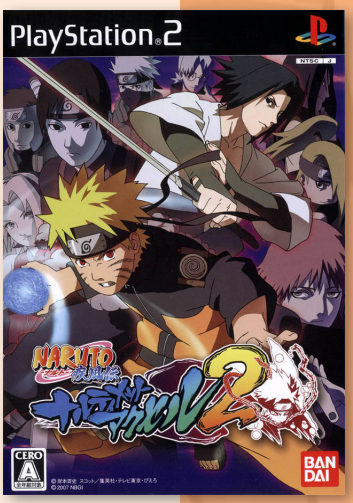




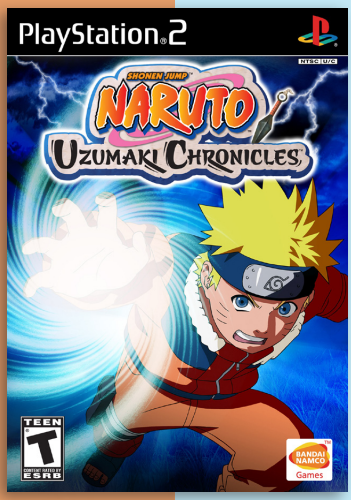
Developer	CyberConnect2
Publisher	Namco Bandai Games
Release date	(jp) December 20, 2007
Genre	Action, Fighting
Mode	1-2 Players

Naruto Shippuden: Ultimate Ninja 5, known in Japan as, Naruto Shippuden: Narutimate Accel 2, is the fifth installment in the Ultimate Ninja series. The game features 62 characters and continues the Naruto Shippuden storyline, going up to the end of Sasuke and Sai arc, following the manga (the anime have not done on the arc by then). One of the new gameplay additions is the introduction of assist characters. Assist characters are chosen during character selection, and can be called in during a match to deal extra damage. Certain combinations of characters create unique jutsus in a match; these combinations reflect the associations of those characters in the anime and manga. Many of the character's jutsus from the previous game were updated. There are many updated ultimate jutsus, including the aforementioned assist-specific ones. Summons have been removed from the game. The assist characters cannot be turned off. The game retains the RPG mode from previous game, now allowing the player to control characters other than Naruto (such as Sakura Haruno and Kakashi). However, the Hero's History mode that retells the events of the original series have been discarded, though the characters itself remain in the game. It was also the last of the Ultimate Ninja Series for the PlayStation 2.

J P

Naruto: Uzumaki Chronicles

6.2



J N P

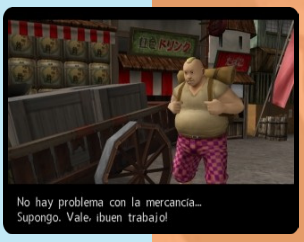
Developer	Racjin
Publisher	Namco Bandai Games, (jp) Bandai, (au) Atari
Release date	(jp) August 18, 2005
Genre	Action
Mode	1 Player

Naruto: Uzumaki Chronicles is a new story from the Naruto anime. Ever since the death of the Third Hokage, the Leaf Village has been experiencing shortage of shinobi to send out on missions. The Genin of the Leaf Village are now required to do missions that are B-rank or higher. This game chronicles the life of Naruto as a ninja going on daily missions such as transporting items to another town, escorting prisoners, collecting dolls, protecting treasure, advertising for a store etc. While Naruto is on his missions, he runs into familiar friends and foes such as Gaara, Kisame, Jiraiya, and Kabuto. Along the way, Naruto learns that Orochimaru has a plan where he will use a deadly green mist that will kill shinobi and resurrect them in order for him to create a massive army of zombie ninja that will help him take over Konoha.

Unlike the Naruto: Ultimate Ninja titles on the PS2, which were fighting games, Naruto: Uzumaki Chronicles is an action/adventure game. This is also the first 3D Naruto game not to use cel-shaded graphics. The game is entirely translated and features no Japanese voice track. It also features 7 playable characters.

Due to the game being released early for English audiences, content present in the game was either modified or removed. The presence of Itachi, Kisame, and Tsunade were completely wiped clean from the original in all FMV sequences and gameplay, while Gaara and Shikamaru had their costumes modified to their present dub costumes. Very strangely, Chōji's abilities to enlarge his arm were kept in the game despite being a spoiler from the Sasuke Recovery Mission. Naruto's Rasengan was also present in the game, but was renamed Power Strike.

"naruto.wikia.com"



Naruto: Uzumaki Chronicles 2

5.2

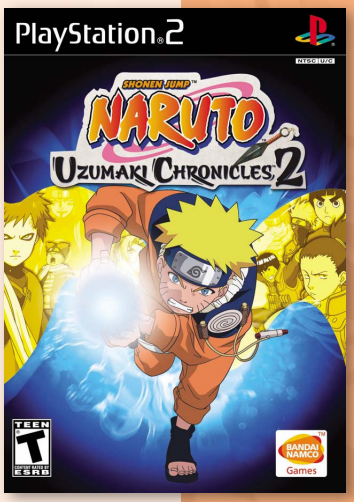
Developer	Racjin
Publisher	Namco Bandai Games, (ko) Bandai, (eu, au) Atari
Release date	(jp) November 16, 2006
Genre	Action
Mode	1-2 Players

Naruto: Uzumaki Chronicles 2, known as Naruto: Konoha Spirits!! (lit. Naruto: Tree Leaf Spirits!!) in Japan, is the sequel to Naruto: Uzumaki Chronicles. The game is set after the end of part one of the manga, as Shikamaru is now a Chuunin and the Sand brothers have their end of part one costumes. The game focuses on the Shirogane Clan, who are attempting to regain power by using a forbidden jutsu to revive the Master Puppet, allowing them to rule over the Five Ninja Nations.

This game is an action RPG where the player travels across a map and completes missions to gain experience points in order to gain new abilities or increase their character's stats. Unlike its predecessor Uzumaki Chronicles, the game is not mission based. One can find the missions in a separate mode. The story mode, set after the Sasuke Recovery Mission, shows Naruto facing the puppet-using Shirogane clan.

The game is considerably short (only 10 stages), however the versus mode and the mission mode provide a bit of replayability. There is also a second scenario starring Kakashi Hatake, much like Naruto: Ultimate Ninja 2. Also, Sasuke is unplayable in the story mode, but after beating the the story mode twice, he becomes playable. Kisame and Itachi also becomes playable after missions mode.

"naruto.wikia.com"

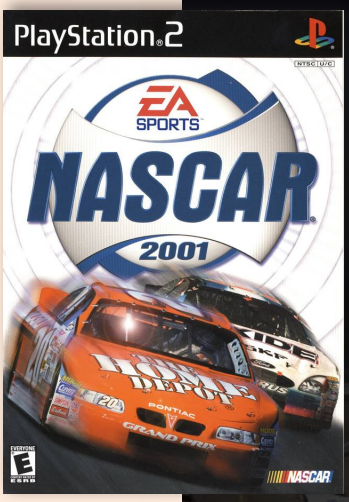


J N P

NASCAR 2001

6.6

Developer	EA Sports
Publisher	EA Sports
Release date	(us) November 6, 2000
Genre	Racing
Mode	1-2 Players



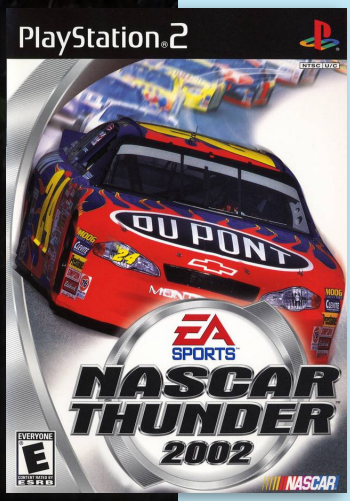
NASCAR 2001 released for both PlayStation and PS2 was the fourth game in the NASCAR series.

The game use a game engine designed for the PS2 with enhanced graphics, car physics, and a better AI model. The game feature the real drivers, cars, teams, tracks, sponsers, and rules. Daytona and 13 other Nascar tracks with both day and night racing are included.

NASCAR 2001 was the final game that featured Dale Earnhardt as a regular full-time driver, prior to his death in the 2001 Daytona 500.

NASCAR Thunder 2002

8.5



Developer	EA Sports
Publisher	Electronic Arts
Release date	(us) October 15, 2001
Genre	Racing
Mode	1-2 (4) Players

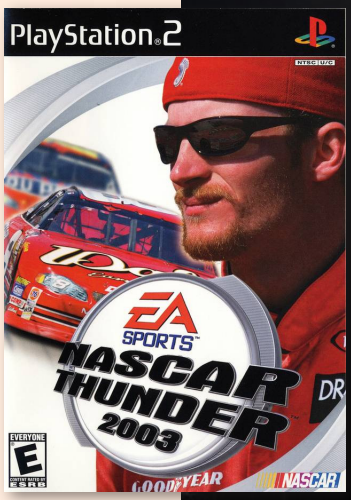
NASCAR Thunder 2002 was released for the PlayStation, PS2, and Xbox. It is the fifth game in the NASCAR series, and is the first of the series to have a new title (the other games simply read “NASCAR”, followed by the year). Notably, it is the first NASCAR game to feature alternate paint schemes on the cars. It featured the 2001 NASCAR Winston Cup Series Champion Jeff Gordon on its cover and 2000 NASCAR Winston Cup Series Champion Bobby Labonte on the disc.

NASCAR Thunder 2002 was the first NASCAR game released for the Xbox and the second released for the PlayStation 2. Game modes consist of Create-a-car, Quick race, Season mode, Career mode, and practice. Before every race, the player has the option to qualify for a position at the start of the race, get to know the track in practice, or ‘race’ other cars in Happy Hour. The game has 35 drivers from the 2001 Winston Cup season (minus Dale Earnhardt due to his death, but the game has many tributes to him including a black No. 3 screen on start-up) and several then-Busch Series and fantasy drivers that can be unlocked.

NASCAR Thunder 2003

8.4

Developer	EA Sports
Publisher	EA Sports, (eu) Electronic Arts
Release date	(us) September 29, 2002
Genre	Racing
Mode	1-2 (4) Players

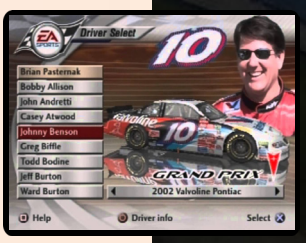


NASCAR Thunder 2003 is the sixth edition of the EA Sports' NASCAR racing series. The game features Dale Earnhardt, Jr. on the cover. Dale Earnhardt appeared in the game as a driver as a result of entering his name as a Create-A-Car driver's name; he did not appear in the previous game due to his death. He appeared as a legend in subsequent games.

Being a racing simulation, NASCAR Thunder 2003 places the player in control of a stock car in a NASCAR race. Players battle AI drivers for race position for a preset number of laps. As the race progresses, players are forced to make a pit stop to refuel, replace tires and repair damage.

For multiplayer support, NASCAR Thunder 2003 becomes split-screen. Normally featuring the NASCAR number of 43 drivers in a race, it is limited to 18 or fewer with more than one human driver. As an option, the AI drivers can be disabled, allowing the players to just race each other. There are two modes available for players. Quick Race simply allows up to four players to participate on any track and race with a specified number of settings. Career Mode is the most involving mode of the game. Returning from NASCAR Thunder 2002, it places the player in control of a custom NASCAR Cup Series driver, who must manage pit crew, sponsorship and research and development for 20 seasons.

Although Season Mode, like Career Mode, allows the player to play through 20 seasons, it is essentially the Quick Race mode with season standings. Unlike career mode, which starts the player with inferior equipment and pit crew, they are equal to the AI's from the start. Players have a choice to play as either existing or custom drivers, and the settings are completely customizable, unlike the limited options in Career Mode. To achieve multiplayer compatibility, it not only decreases the number of AI drivers in a race while also randomizing them, meaning only a handful of drivers end up participating in the entire season. However, like in Quick Race, they can be disabled for a 2–4 player competition.



NASCAR Thunder 2004

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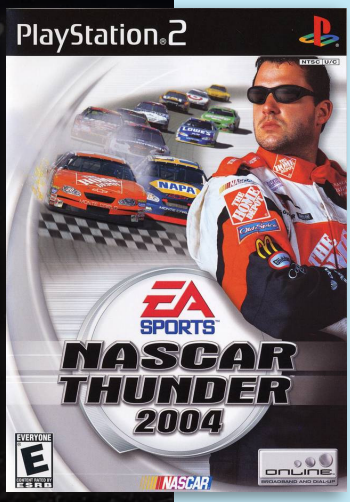


J P

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) September 16, 2003
Genre	Racing
Mode	1-2 (4) Players

NASCAR Thunder 2004 is a racing sim released in separate versions for PlayStation, PlayStation 2, Xbox, and PC. The game had the most extensive soundtrack of the series up from four songs from the previous game. The game also has a career mode, season mode, Lightning Challenge mode, SpeedZone, as well as a tutorial mode featuring Richard Petty.

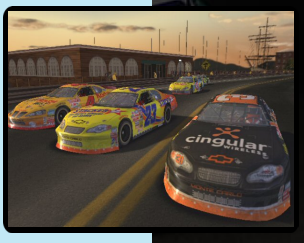
Career mode is one of the returning modes in the game, in which the player takes control of a custom driver, and races to get sponsors, equipment for his garage, and respect from other drivers. Season mode allows players to take control of either a custom driver, or an existing driver for a season or more, with custom rules and schedules. SpeedZone is a mode in which players can hone their skills in passing, blocking, drafting, as well as time trials.

Lightning Challenge is a mode in which the player takes control of a driver and race in a situation that occurred in the 2002 Winston Cup and 2003 Winston Cup seasons to that particular driver.

Another new game mode is Online mode, where players can race online if they have an Internet connection and adapter. Microphone support also was available.

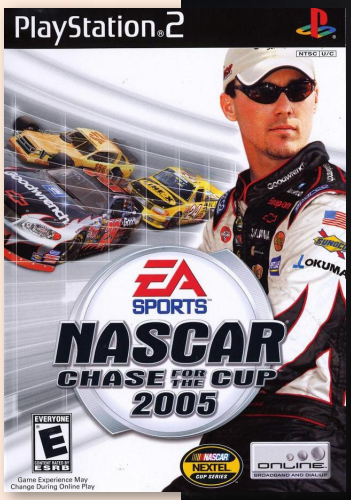
The main feature of the game is the “Grudges and Alliances” feature, which is based on the player’s driving style and attitude. If the player drives dirty and bumps into other drivers, even if it was an unintentional bump, that driver becomes a “Rival”, and will bump into the player if they happen to encounter each other later in the race. However, if the player drafts the opponent (a new feature for the game), that rival’s level in grudge severity drops. If the player drafts a neutral driver long enough, that driver will become an “Ally”, and at times will let the player pass. Conversely, if the player bumps into an ally, their alliance will slowly drop. The maximum amount of severity for both grudges and alliances is -100 and +100, respectively. Players can see their four highest grudges and alliances at the end of the race.

N



NASCAR 2005: Chase for the Cup

8.7



Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) August 31, 2004
Genre	Racing
Mode	1-2 (4) Players

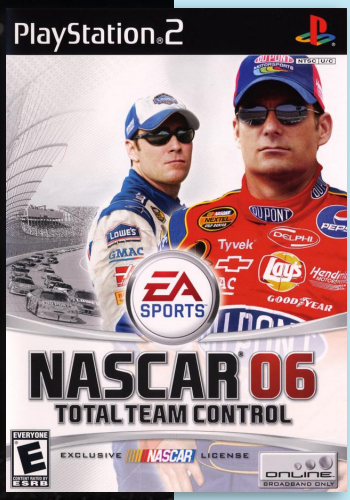
NASCAR 2005: Chase for the Cup is the eighth installment of the EA Sports' NASCAR series. It was the first game in the series to drop the word Thunder from the title since NASCAR 2001. It also marks the first time the original PlayStation has been excluded from the NASCAR lineup. This was the first NASCAR edition to be released exclusively on six generation home consoles.

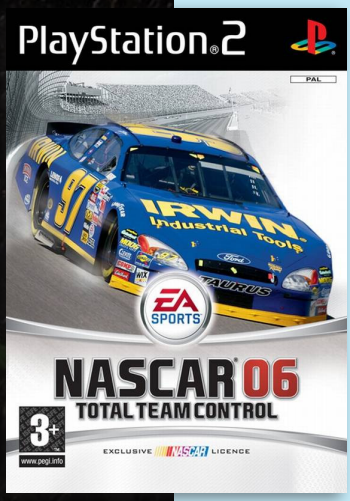
Unlike previous entries, which would normally add a few extra features but leave most of the game identical to its predecessor, the game brought massive change to the series. One example is the inclusion of NASCAR series other than the NASCAR Cup Series; the Busch Series (renamed the National Series to avoid an M rating from the ESRB for alcohol advertising, though the series is still referred to in-game as the Busch Series by the player's agent and Bill Weber), the Craftsman Truck Series, and the Featherlite Modified Series, plus production cars and the Daytona Prototypes of the Rolex Sports Car Series. More examples include the implementation of NASCAR's new Chase for the Cup points system, and Fight to the Top mode, where the player controls a custom driver throughout his career starting in the lower series and working up the ladder (similar to NASCAR: Dirt to Daytona). Another change is the absence of the cockpit view and the absence of makes and models in the Truck series, all of which appear to be Ford F-150s. Also due to failed negotiations with licensing Pocono Raceway is not included. The score is composed by David Robidoux.

While a large number of real drivers are present in the NASCAR Cup Series, Busch Series, and Craftsman Truck Series in NASCAR 2005: Chase for the Cup, fantasy drivers are still present, sponsored by fictional or unused sponsors. However, the Featherlite Modified Series is entirely made up of Fantasy drivers. Dale Earnhardt is the only legend in the game and can be unlocked by buying his Thunder Plate or via cheat code or choosing him as favorite driver. A few drivers, notably Jeremy Mayfield was absent in this game.

7.8

NASCAR 06: Total Team Control





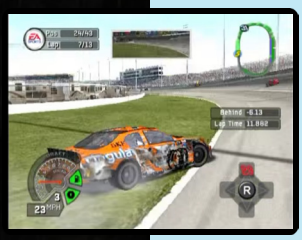
Developer	EA Sports
Publisher	EA Sports
Release date	(us) August 30, 2005
Genre	Racing
Mode	1-2 (4) Players

NASCAR 06: Total Team Control is the ninth installment in the series. A Xbox 360 version was planned but canceled.

NASCAR 06 follows the series' recent tradition of being subtitled with the major new feature of that edition. Total Team Control derives from the new teammate features: one can switch control from their driver to another car on their team during a race, and can command the teammate to follow, block for or work with the player. It also implements Logitech USB audio technology, allowing the player to order their crew chief with a headset or microphone. The rest of the game retains the modes and features brought into the series by NASCAR 2005: Chase for the Cup, making NASCAR 06 very similar to its predecessor.

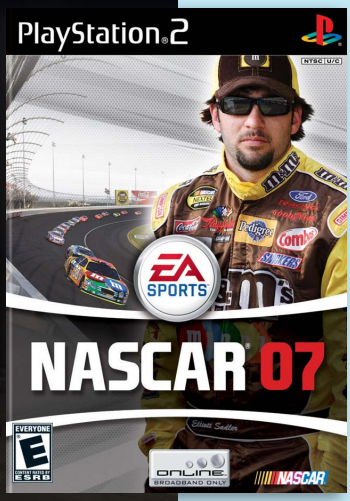
While a large number of real drivers are present in the NEXTEL Cup Series, National Series (Busch Series), and Craftsman Truck Series in NASCAR 06: Total Team Control, fantasy drivers are still present, sponsored by fictional or unused sponsors. However, the Whelen Modified Tour is entirely made up of fantasy drivers except for Ray Evernham's's 19 car and Matt Martin's 66 car. The No. 91 car driven by Bill Elliott was removed from the game for unknown reasons, but his name is still shown with the other Evernham Motorsports drivers in a tutorial video.

The Dodge Challenges, formerly the Lightning Challenge of the previous three games, return with a new set of challenges. This mode allows users to relive NASCAR moments of 2004 and first part of 2005. Kenny Wallace, driver of the No. 22 Stacker 2 Ford in the Busch Series, is the commentator for all the challenges, replacing Michael Waltrip who had done it the last two games. Once a challenge is completed, the player will receive skill points that they can use to unlock Chase Plates, formerly Thunder Plates of the previous games as well, ranging from simple tasks such as holding off other drivers for the win, to hard tasks such as helping teammates reach the top ten.



NASCAR 07

6.8



Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) September 6, 2006
Genre	Racing
Mode	1-2 (4) Players

The tenth installment of the series was the last NASCAR edition to be released exclusively on sixth generation consoles. This game is the first since NASCAR 2001 not to include a subtitle in the name.

The game retains the teammate features introduced in NASCAR 06: Total Team Control, but does not add any major gameplay changes. However, the graphics include a blurring effect to attempt to give a better sense of high speed, and the pace of the gameplay has been sped up considerably. This is also the second EA Sports NASCAR game to appear on a handheld system (first NASCAR 2000 for Game Boy Color). On the PlayStation Portable, the game is simply called NASCAR.

N P

NASCAR 08

5.6

N P

Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) July 23, 2007
Genre	Racing
Mode	1-2 (4) Players

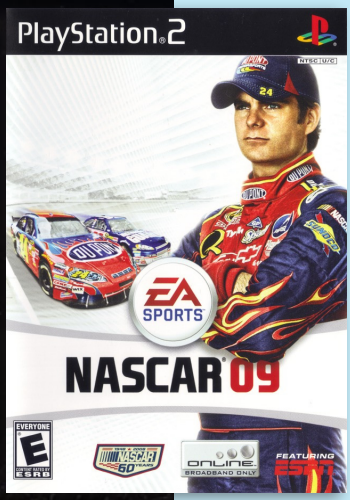
The eleventh installment of the series was released for PlayStation 2, PlayStation 3 and Xbox 360. This is the earliest that EA has released a NASCAR game. It also marks the first time the original Xbox has been excluded from the NASCAR lineup since NASCAR 2001.

NASCAR's new Car of Tomorrow as well as the current car are present in the game, although the Car of Tomorrow is generic (no separate manufacturers). ESPN's NASCAR coverage is also integrated into the game.

Critical reception of the PS2 version was better when compared to the previous years NASCAR 07, but still fared mixed to negative. The closing comments of the Strategy Informer review: *"Overall NASCAR 08 is a solid game, but not one that has received a lot of love and attention since last year. The end result is a game that has little to offer you if you have the previous edition."*

NASCAR 09

5.0



Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) June 10, 2008
Genre	Racing
Mode	1-2 (4) Players

NASCAR 09 is the twelfth and final simulation installment in the EA Sports NASCAR series.

In October 2007, Electronic Arts moved the PS2 game development to a new studio in North Carolina to be able to get better information with the NASCAR teams in an attempt to improve the game. The PS3 and Xbox 360 versions of the game were still made at the old studio.

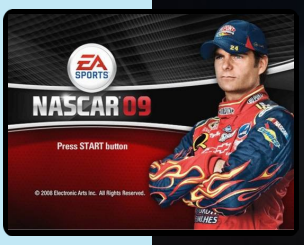
Due to the development team using certain resources to work on key features in the game, no car manufacturers were present in this year's title.

This is the last NASCAR game to be produced by EA for the original platforms. In 2009, NASCAR Kart Racing was released, replacing any 2009 installment for the annual series. It was EA's last game before their exclusive license with NASCAR expired.

It features an updated driving roster as well as update paint schemes, featuring the top drivers of the NASCAR Sprint, Nationwide and Craftsman Truck Series.

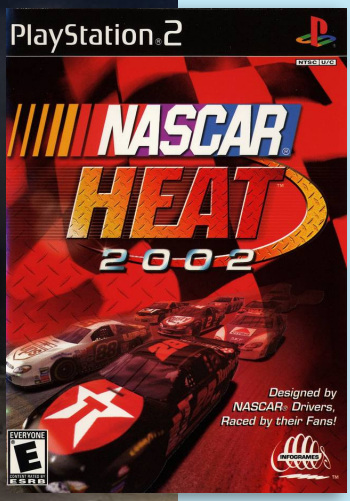
There is also two new "racing models" for players to choose from, depending on their skill. Either competing in "Normal" mode, which is more forgiving and is designed for new players and a "Pro" mode that is designed for hardcore racing players. Players can also learn from the games cover driver, Jeff Gordon, learning tricks of the trade on how to draft and pass as well as introduce new features to the game.

There are the standard modes to the game, exhibition for either one or two players, "Chase for the Cup", which is the standard career mode where players start out in the Craftsman Truck Series and work their way up to the Sprint Cup Series by winning races and securing prime sponsorships. There are also new "Sprint Driver Challenges", that lets the player go head-to-head against top Sprint Cup drivers in racing challenges, which will unlock new paint schemes and bonus material for winning these challenges.



NASCAR Heat 2002

8.1



Developer	Monster Games Inc.
Publisher	Infogrames
Release date	(us) June 18, 2001
Genre	Racing
Mode	1-2 Players

Real racing scenarios are recreated to provide a quick challenge, in Beat the Heat.

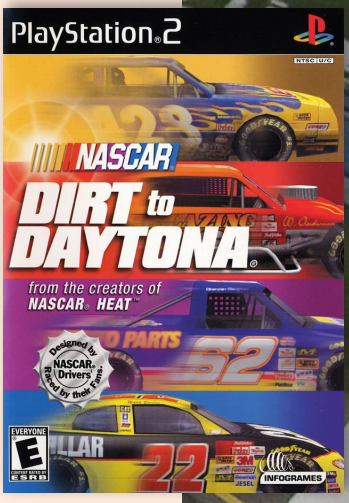
The Xbox version differs from the PS2 version: it has all-new track models, textures, and car models. Also, rather than returning to the UI between Practice/Qualify/Race, the player would experience "race day" on a track-side monitor.

"mobygames.com"

NASCAR: Dirt to Daytona

8.4

Developer	Monster Games Inc.
Publisher	Infogrames, (eu) Atari
Release date	(us) November 11, 2002
Genre	Racing
Mode	1-2 (4) Players



NASCAR: Dirt to Daytona is a racing sim released for the PlayStation 2 and GameCube. It features NASCAR's Dodge Weekly Racing Series, Featherlite Modified Tour, Craftsman Truck Series, and the NASCAR Cup Series (originally Winston was the title sponsor but due to ESRB rating, all tobacco and alcohol related brands were censored). But Dodge Weekly Racing Series and Featherlite Modified Tour's all drivers were generic fantasy meanwhile the Craftsman Truck Series were also less real drivers.

The unique feature of the player having to work one's way up through the ranks of tiers from the low tier Weekly Racing Series to the Cup series would later be used in EA Sports' NASCAR 2005: Chase for the Cup. Cars reflect damage in their models and performance. Players can paint their own schemes on their cars, and can place sponsorship placards to bring in more cash.

Nankuro

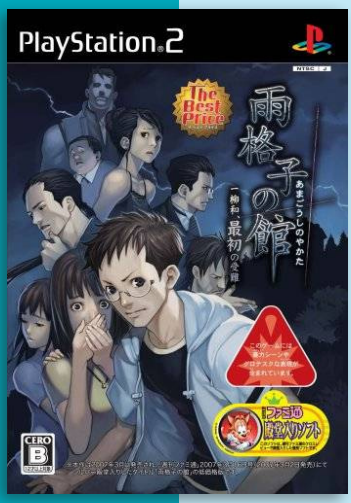
Developer	Success
Publisher	Success
Release date	(jp) October 9, 2003
Genre	Puzzle
Mode	1 Player

Nankuro is a puzzle game in the SuperLite 2000 series of budget titles, published by Success, and was released in Japan in 2003.

The game is a crossword type game where players insert words into vertical and horizontal lines. Numbers are assigned to each square, and the same characters are included in the square of the same number.

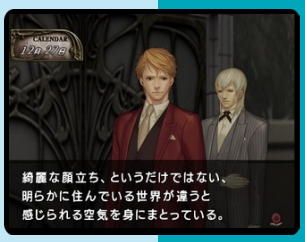
Naraku no Shiro

The Best Price



Developer	Fog
Publisher	Nippon Ichi Software
Release date	(jp) March 6, 2008
Genre	Adventure
Mode	1 Player

4.0



Naraku no Shiro is the sequel to “House of Rain lattice”. The player character, Ichiyanagi Nagomu, receives an invitation from his friend Hiyori to go to the Ruroy castle in Europe. The building is hidden deep within the valley and the only way to enter is through a rope bridge.

The ancestors of the current Master of the castle have been studying black magic and satanic rites. He has been trying to summon a demon by offering youths as sacrifices. After numerous failed attempts, he finally managed to call upon a demon. The castle is then built in the valley to keep the possessed youth from escaping. One of the youth’s mother has entered the castle to find her son, but she too disappeared.

According to the rumors, the ghost of the mother is still in search of her son and that the son is still somewhere within the castle.

Players must find out the secrets of the castle in order to restore order. Players can change partners during the investigation and see things in other characters points of view and gain useful information from them. relations.

“psxdatacenter.com”

Natsu Shoujo: Promised Summer

8.0

Developer	Will
Publisher	Success
Release date	(jp) July 29, 2004
Genre	Visual novel
Mode	1 Player

Natsu Shoujo: Promised Summer is the reworked PS2 edition of the PC adventure game, Natsu Shoujo (Summer Girl). This relationship-focused simulation adventure is similar to the PC original in story and game system, but have a few upgrades. For one, there are now 40 different CG scenes in traditional Japanese anime style. There is also a new scenario with original characters.

J

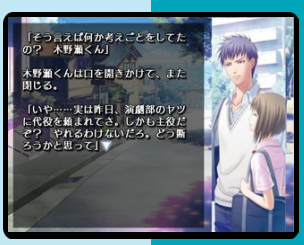
Natsu Yume Ya Wa

J

Developer	Kid
Publisher	Kid
Release date	(jp) August 28, 2003
Genre	Visual novel
Mode	1 Player

Natsuyume Yawa is one of the Kid's visual novels using a familiar gameplay system on par with their other titles. The story centers around a young boy by the name of Reiji Oumi. When his sister suddenly dies, Reiji, along with Kotori and Ryouko each withdraw, not wanting to accept the fact. Years have passed, and the three of them reunite back in their hometown and reminisce on the past events.

Natsuzora no Monologue



Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) July 29, 2010
Genre	Visual novel
Mode	1 Player

Natsuzora no Monologue is a visual novel game, developed by Design Factory and published by Idea Factory, which was released in Japan in 2010.

The amnesiac heroine Oogawa Aoi suddenly finds herself trapped in a time loop where the 29th of July repeats endlessly and from then on, with the help of 6 guys, she tries to find out just what is going on.

J

8.3

Never7

J

Developer	Kid
Publisher	Kid, Konami, CyberFront
Release date	(jp) June 26, 2003
Genre	Visual novel
Mode	1 Player

The game centers around Makoto, a student who never attends the lectures at his school. As a punishment, he has to attend an extra seminar on an island with other classmates. However, when he arrives on the island, strange thing start happening. A girl is found dead on April 6th, with a small bell in her hand. Immediately after that, Makoto finds himself in bed and sees the date - April 1st. He have to findo out if this was a dream, or if he possess the power to predict the future.

"mobygames.com"

6.4

Natsuiro Komachi

J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) September 25, 2003
Genre	Visual novel
Mode	1 Player

Natsuiro Komachi: Ichijitsu Senka is a non-adult port of the adult PC visual novel, Natsuiro Komachi, released only half a year after the original.

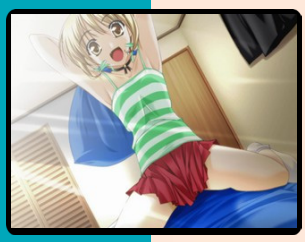
The story takes place in a small fishing village, and follows Tomoya Nakata (中田友也), the student protagonist, as he's getting ready for the summer swimming competition. But as he become more prominent in his activities and even start receiving notion from outside his small town, other girls start to notice him more as well, and this being a port of an adult visual novel, wooing and romantic events and dialogues are always an option, aside from missing sex scenes, which lets players get close to the girl of their choice.

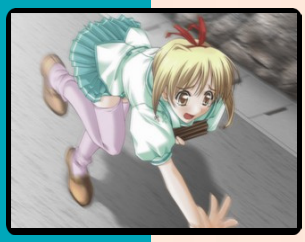
While heroines feature full voice acting, side NPCs such as male friends don't feature any. The graphical art is presented with static poses over backgrounds and doesn't feature any sort of mild animations such as lip-syncing or blinking eyes during conversations.

"mobygames.com"

Natsuiro no Sunadokei

8.5





Developer	Princess Soft
Publisher	Zero System, Princess Soft
Release date	(jp) May 30, 2002
Genre	Visual novel
Mode	1 Player

Hourglass of Summer (夏色の砂時計 Natsuiro no Sunadokei) is a Japanese visual novel that was released by Princess Soft. It was brought to the U.S. by the Hirameki International Group and was one of the first interactive dating games to be translated into English (although there was never an English voice dub for the US release).

The story revolves around a Japanese sophomore named Kotaro Makimura. As the school year ends and summer vacation approaches, he decides to admit his feelings to his crush, Kaho Serizawa. As hopeless as the situation looks to his best friends Ai and Takeshi, he is determined to make Kaho his girlfriend by the end of summer vacation. However, on his way home, he has a collision with a mysterious stranger, and ends up getting covered in a strange multi-colored powder. When he wakes up the next day, he finds himself waking up on September 1 - the first day of the next school year. He also learns that Kaho, who had been his girlfriend, had died in a car accident. Eventually, Kotaro discovers that he has begun day-dropping, in which he skips days, and goes back and forth in time through different days of the summer vacation. With the help of Ligene the Time Patroller, Kotaro must win Kaho's heart and prevent her death before he runs out of time.

Although Kaho is the girl that Kotaro aspires for at the beginning of the game, the player can choose different decisions that will eventually lead him to relationships with one of the other four girls. But the wrong decisions could result in an ending in which Kotaro wins the affections of none of them. Although the objective of the game is to become the boyfriend of one of the girls, some of these other endings can be the only way to view certain images not found in the other paths.

Limited Edition

Natsuiro: Hoshikuzu no Memory

9.0

Developer	Actress
Publisher	Princess Soft
Release date	(jp) December 22, 2004
Genre	Visual novel
Mode	1 Player

Natsuiro Hoshikuzu no Memory follows the story of the protagonist who returns to his hometown after the death of his father for the first time after several years. Once back home he meets four girls, and his interaction with them will change his mind and heart little by little.

J

Naxat Soft Reachmania Vol. 1: CR Galaxy Angel

7.0

Developer	Naxat Soft
Publisher	Naxat Soft
Release date	(jp) November 27, 2008
Genre	Gambling
Mode	1 Player

Naxat Soft Reachmania Vol. 1: CR Galaxy Angel is a pachinko game based on the Galaxy Angel franchise and the real world pachinko machine. The game includes different game modes, including a Practice mode, Mission mode, and other game modes.

The game also has a gallery mode, a sound gallery, and images of catalogs and promotional images.

J

Natural 2: Duo

7.6

Developer	Kadokawa Shoten
Publisher	Kadokawa
Release date	(jp) February 24, 2005
Genre	Visual novel
Mode	1 Player

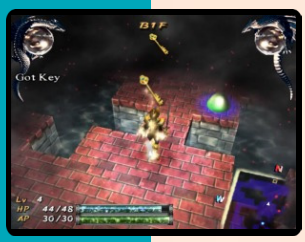
The player-character meet a pair of twins that he knew in his childhood. And they're all grown up now. Players have to converse with them as well as a number of other female characters via interactive conversations. If they favor rating with one of the girl's drops, her art style takes on less appealing forms.

"ign.com"

J

The Nightmare of Druaga

5.7



Developer	Arika
Publisher	Arika, (us) Namco
Release date	(jp) July 29, 2004
Genre	Role-playing
Mode	1 Player

The Nightmare of Druaga: Fushigi no Dungeon is the sequel to The Tower of Druaga and the eighth game in Chunsoft's Mystery Dungeon series.

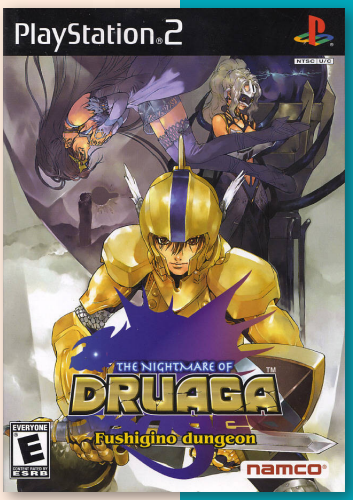
Set in a fictionalized version of ancient Babylon, the story follows Gilgamesh (shortened to Gil) in his journey to save his fiancée Ki from the evil sorceress Skulld.

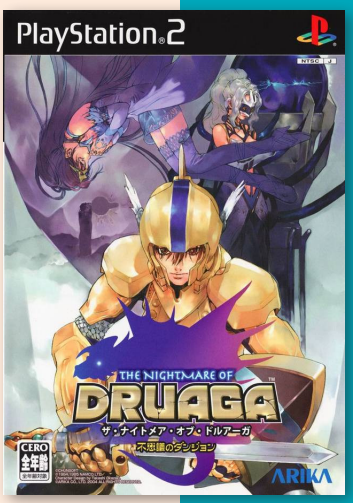
The Nightmare of Druaga consists primarily of two types of gameplay: town sections and dungeon sections.

Town sections are free-roaming areas where the player can purchase items, upgrade equipment, and accept side-quests, as well as talk with townsfolk. Townsfolk will offer helpful information and some residents transport Gil to side-dungeons. The plot is generally advanced by defeating the bosses at the end of each of the dungeons under Ishtar's temple.

Dungeon sections consists of turn-based play within the grid-based levels, in which enemies move or attack only when the player moves or attacks. Dungeons appear as a variety of areas, including caves, temples, forests, and sewers. While in the dungeons the player's vision is limited by the light generated by Gil's armor; to maintain Gil's brightness the player must occasionally give items as offerings to Ishtar. These dungeons contain randomly generated items and monsters, and advancement initially requires the player to find a key on each floor and bring it to the exit. Subsequent visits to the floor allow the character to break down the locked door at the end, leading to a secret level with rare items and tough foes. Much like The Tower of Druaga, the game contains some foes which are far too powerful for the player to fight initially and they must instead be avoided.

The game is known for its relatively unforgiving difficulty, as death in the game results in the loss of nearly all items and half the player's gold, though a small amount of items can be specially marked in Ishtar's temple so that they remain with the player upon death. A special auto-save feature prevents players from resetting to avoid these penalties.





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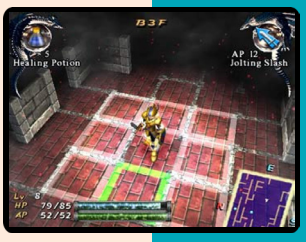
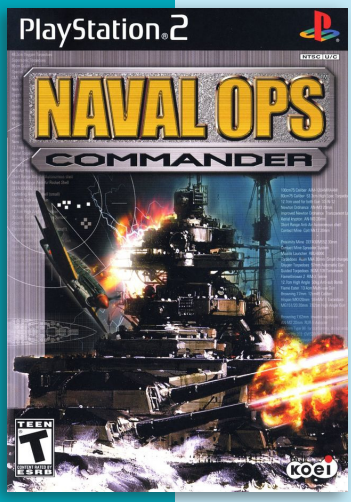
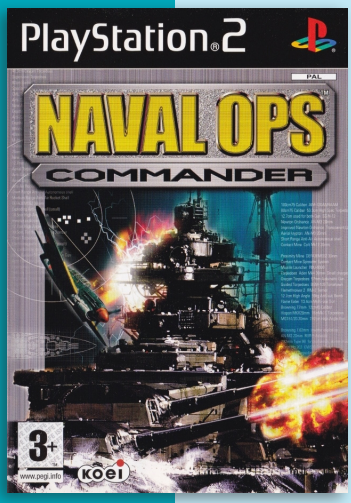


Naval Ops: Commander

6.5





J N P

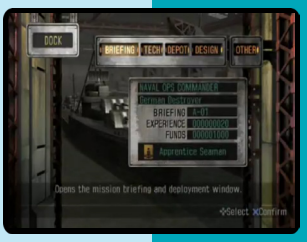
Developer	Micro Cabin
Publisher	Koei, (us) SCEA
Release date	(jp) January 22, 2004
Genre	Simulation, Action
Mode	1 Player

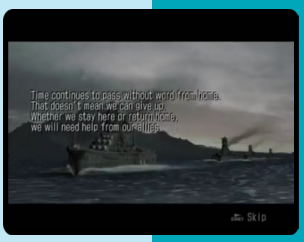
Naval Ops: Commander is a vehicle simulation game originally released for Windows as Kurogane no Houkou 2: Warship Commander. It is part of the larger Kurogane no Houkou series, sequel to the Windows and PlayStation 2 game Kurogane no Houkou: Warship Commander. It is related to Naval Ops: Warship Gunner and Naval Ops: Warship Gunner 2.

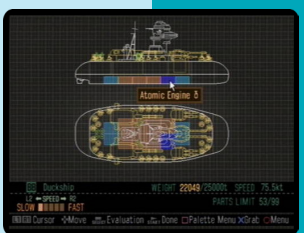
Naval Ops: Commander takes place in an alternate world where only two super powers remain. The Virshian Empire is deploying it's fleet of superships in it's bid to conquer the globe, while the nation of Navishia attempts to recover from a devastating surprise attack.

Players assume the role of a warship captain in the Navishian Navy and must design, and command their own fleet of ships. Players will encounter swarming fighters, high-speed combat vessels, and otherworldly Superships as they battle across large ocean areas.

The game introduces several new features including a TBG (Tactical Battle Group) system that gives players real-time control of a primary warship command of up to three escort ships that provide assault and defensive support. With over 80 stages, the real-time shooter includes more than twice as many stages as Naval Ops: Warship Gunner. Over 1,000 ship parts are available for ship design including hundreds of weapons, propulsion systems, hulls, electronics, plus pre-designed combat vessels, escort ships, and aircraft.







Naval Ops: Warship Gunner

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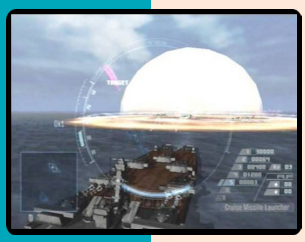

Developer	Micro Cabin
Publisher	Koei
Release date	(jp) April 3, 2003
Genre	Simulation, Action
Mode	1 Player

Naval Ops: Warship Gunner, released in Japan as Kurogane no Houkou 2: Warship Gunner is a vehicle simulation game. It is an entry in the larger Kurogane no Houkou series, which also includes the games Naval Ops: Commander and Naval Ops: Warship Gunner 2.

The player takes command of a warship which, for plot reasons, encountered some kind of electrical storm that flipped the ship into an alternate reality. On arrival the ship is immediately attacked by the forces of the Empire. From there on the player sides with the Freedom Forces and helps lead the battle against the Empire and its superships.

There are two kinds of game available. From the main menu the player can start a new game or they can select a WWII option. In the 'normal' game the player can invest in technology and use this to build new ships, in WWII mode the game is played with World War II ships from either the USA, Japan, England or Germany and is limited to the technology of the period.

The game consists of three areas of battle, each area has ten stages and the player must complete one stage before they can progress to the next. Each stage starts in the dock, this is where the ship is equipped with new armament, weapons and so-on, alternatively the player can scrap their ship and use the parts and the cash they have to design and build another to their own design.

Once the re-fit is complete the mission begins and the game makes success / failure really easy to understand - Complete the objective and escape and it's a successful mission, sink and it's not. Once the mission is over there's a battle report to review and it's on to the next mission.

Ships are not limited to battleships with big guns, there are aircraft carriers too. Ships can be repaired while afloat and power-ups can be picked up by sailing over them.

Completing the game unlocks a Survival Mode in which the player selects a class of ship and stays with that unmodified ship throughout a replay of the game.

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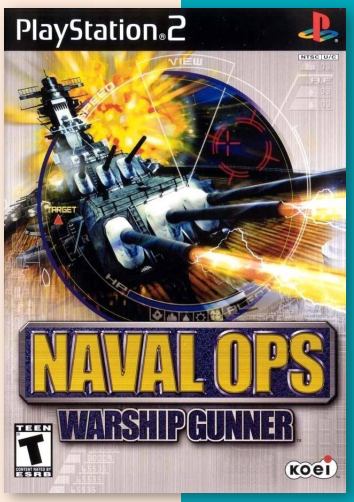

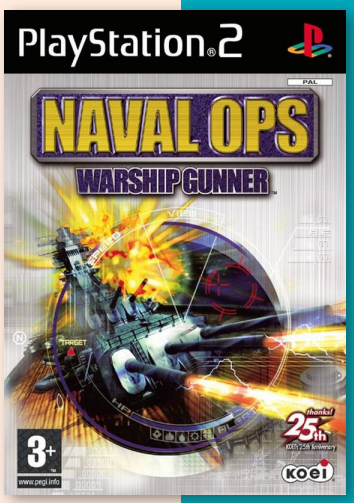

J N P

NBA ShootOut 2001

5.4

Developer	989 Sports
Publisher	SCEA
Release date	(us) February 19, 2001
Genre	Sports
Mode	1-2 (8) Players

NBA Shootout 2001 is an officially licensed basketball game that features all the current NBA teams at the time. It has the standard set of modes that include exhibition, playoff and season mode. Players also have a choice of either playing a more fast paced game with Arcade or a more realistic experience with Simulation.

It features over 400 different plays to choose from including team specific plays and also has awards such as Defensive Player of the Year, Rookie of the Year and MVP that is handed out in season mode. Players can also play against each other in a versus mode.

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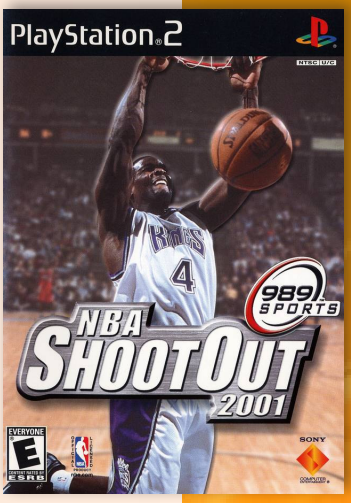
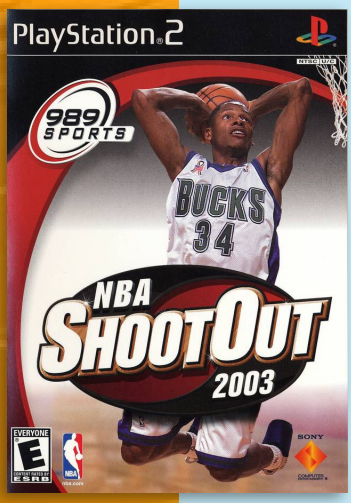


NBA ShootOut 2003



Developer	SCEA
Publisher	SCEA
Release date	(us) September 25, 2002
Genre	Sports
Mode	1-2 (8) Players

6.2

NBA ShootOut 2003 features a new Career Mode, which allows players to create a player and take him from the National Basketball Development League (NBDL) to the NBA, and a new NBA environment featuring new player models and interactions. The new player models features animated texture-mapped faces from authentic NBA photos, accurate body styles down to players' tattoos, and optional customizing features including goggles, head, wrist and armbands.

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NBA ShootOut 2004

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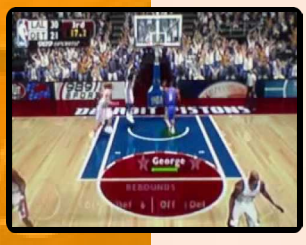

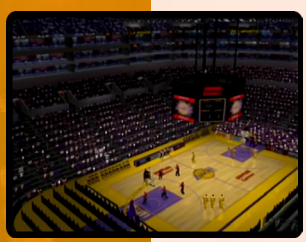

Developer	989 Sports
Publisher	SCEA
Release date	(us) October 29, 2003
Genre	Sports
Mode	1-2 (8) Players

NBA Shootout 2004 lets players play either a full season or exhibition matches of fully licensed NBA basketball with their favorite teams and players. Fully textured 3D players with faces of the top NBA players are mapped into the game.

While there is no franchise mode like other more traditional sports games, there is a career mode where players create a character who tries to make his way up through the summer leagues and the NBDL. Players will be given challenges that they'll need to meet so that they can ultimately make their way to the NBA and get an actual contract to join a NBA team. Once in the NBA, players need to work even harder to win championships and titles so they can eventually be inducted into the NBA Hall of Fame.

Players can also unlock the 50 greatest players of all time by completing challenges in exhibition games like scoring a certain number of points or using a certain person to get a number of assists.

It is also possible to use a USB microphone to give the teammates commands. Players can give them commands on offense or defense about where to move so players can use their teammates effectively.

The game also featured online play where players could also lLook at leaderboards to see who the best person is, chat on message boards, participate in polls, read news, and play in online tournaments.

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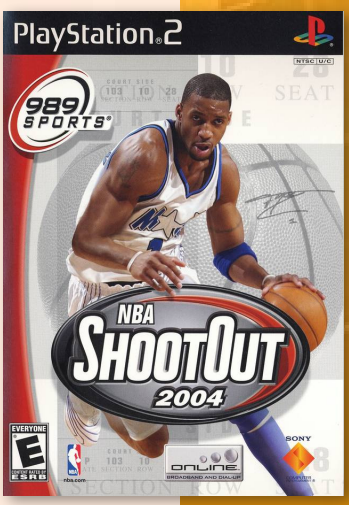

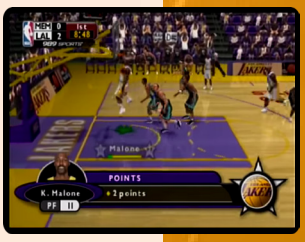

NBA 06

6.3

Developer	SCEA Sports Studio
Publisher	SCEA Sports Studio
Release date	(us) November 1, 2005
Genre	Sports
Mode	1-2 (8) Players

NBA is part of a series of six basketball games developed and published by Sony. The games are licensed by the NBA and is the successor to the NBA ShootOut series.

NBA '06: Featuring the Life Vol. 1 was released for the PSP and PlayStation 2. It is the first installment of the NBA: Featuring the Life series by Sony. The product features Phoenix Suns power forward/center Amar'e Stoudemire on the cover.

NBA Live 06 lets players play as professional basketball teams in the NBA 2005-2006 season. They can play in single player Dynasty Mode, which allows them to play 25 seasons with their team, draft and trade players, as well as control players movements in mid-air for ultimate control of dunks and other moves. The game features graphics and AI that are improved from the last NBA Live game and real commentary from Marv Albert, Steve Kerr, Ernie Johnson, and Kenny "The Jet" Smith.

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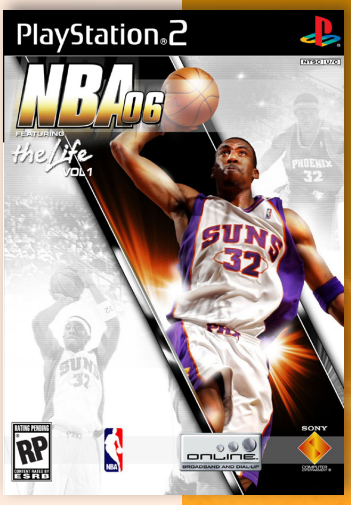
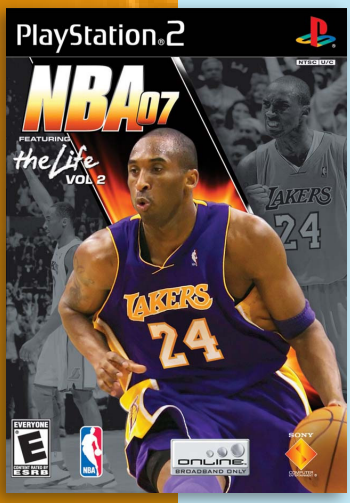


NBA 07



Developer	SCEA
Publisher	SCEA
Release date	(us) September 25, 2006
Genre	Sports
Mode	1-2 (8) Players

The major update from the 06 version is the inclusion of a Dynasty mode that allows the player to play as the general manager of their favorite team.

Other new features for 07 include Freestyle Superstars, which allows gamers to perform special signature moves of NBA superstars during 5-on-5 gameplay. Players can change the players' skill attributes on the fly to balance their team with certain play types. In-game coverage is provide through ESPN updates.

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6.3

NBA 08

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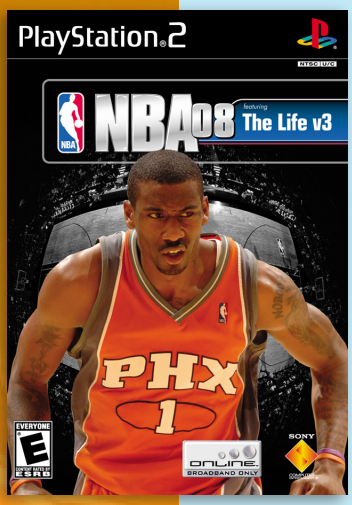

Developer	SCEA San Diego Studios
Publisher	SCEA, (au) SCE Australia
Release date	(us) September 26, 2007
Genre	Sports
Mode	1-2 (8) Players

NBA 08 features volume three of "The Life" series that concludes and revolves around a coach by the name of "Coach T" as his career is winding down. The player takes control of a player for Coach T. with the ability to choose from five different characters depending on the position they want to play or create their own with 60 different scenarios to participate in.

The game follows a realistic view of basketball by attending news conferences, signing endorsements, interact with fellow players and coaches and rivals as well. The decisions determines how the player is viewed as either a team player or a lone troublemaker. Depending on how their player performs during games, they can receive attribute points to strengthen their players.

N P

NBA 09 The Inside

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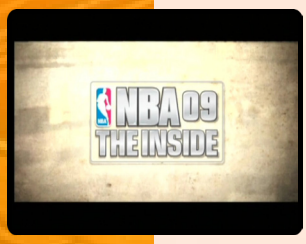

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Developer	SCEA San Diego Studios
Publisher	SCEA
Release date	(us) October 7, 2008
Genre	Sports
Mode	1-2 (8) Players

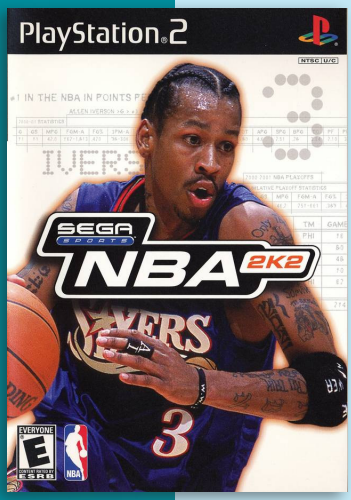
NBA 09: The Inside is the sequel to NBA 08 where once again the player can partake in a new chapter in "The Life" mode. This time around the player can take control of a created superstar (five total) with the ability to interact with three different characters and constantly change the storyline.

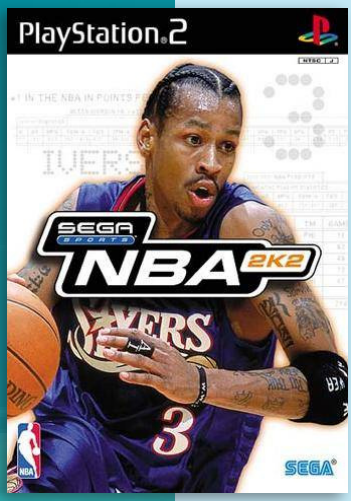
The Team Progression System makes a return, rewarding the player for game exploration and completing certain achievements given to them throughout the game. Completing these tasks can unlock certain accessories that they can use for their created character, showing off their status. Players can also associate with various teammates and coaches, how they act towards these characters will determine their place with the team.

The obligatory game modes also exist in this version as well (Franchise, Exhibition) as well as updated NBA rosters.

NBA 2K2

8.9





J N

Developer	Visual Concepts
Publisher	Sega
Release date	(us) January 12, 2002
Genre	Sports
Mode	1-2 (8) Players

NBA 2K2 is the third installment in the NBA 2K series. It was released on the Dreamcast and later ported to the PS2, GameCube, and the Xbox after Sega discontinued the Dreamcast. NBA 2K2 featured more street courts such as Mosswood, Fonde Rec Center, Venice Beach, etc. The game still featured the old street courts like in the previous game NBA 2K1. It was the first NBA 2K game to be released multi-platform on the series, and also the last to be on the Dreamcast.

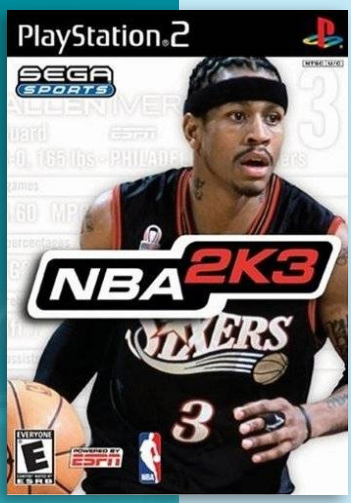
It is also one of the few games to cross all the 6th generation platforms, alongside Puyo Pop Fever and Capcom vs. SNK 2.

NBA 2K2 now offers a number of new features designed to improve upon Sega Sports' basketball franchise. In addition to the NBA teams, players, and stadiums from the 2001–02 season, the game includes five legends teams starring legends such as Michael Jordan, Larry Bird, Julius Erving, Wilt Chamberlain, Magic Johnson, and Bill Russell. Each player's abilities reflect those based on the 2001–02 season, so the location of shots is important depending on the athlete. Moves such as crossover dribbles, pump fakes, speed bursts, and both icon and directional passing allow players multiple options to move the ball down the court. While approaching the net, players can press a single button to pass to the man closest to the basket or use their athlete's size advantage to back down a defender. Players can also call for a pick with a press of the button, pass out of a shot, or select one of four in-game offensive plays from a roster of 16.

Modes of play include Exhibition, an adjustable Season (from 14 to 82 games), Practice, Tourney, Playoffs, Fantasy, where players can create a custom tournament or league after drafting, and Franchise, which involves signing free agents, cutting players, making trades, and scouting for new talent before embarking on consecutive seasons. Players can also edit or create a team using ten custom logos as well as design their own star athlete from scratch.

NBA 2K3

8.9



Developer	Visual Concepts
Publisher	Sega, (eu) Atari
Release date	(us) October 8, 2002
Genre	Sports
Mode	1-2 (10) Players

NBA2K3 was the last game in the series to be released for GameCube and the fourth installment in the series overall. It was the first of three consecutive NBA 2K games to be produced with licensing from ESPN.

NBA2K3 feature a new feel, graphics, gameplay, and updated stadiums and rosters. Players can now adjust their shot in mid-air, dive for loose balls going out of bounds, fight for position down low, and fake their opponent out as they move around him. Also new for the Xbox and PS2 is Online play. Players could now play online against other players across the globe. Franchise mode offers extended gameplay as well as managing the players team from the inside out. Street mode has also return with more courts and interactive bystanders.

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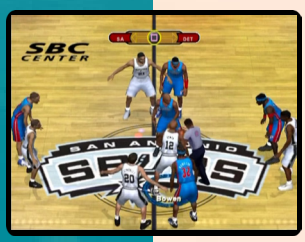
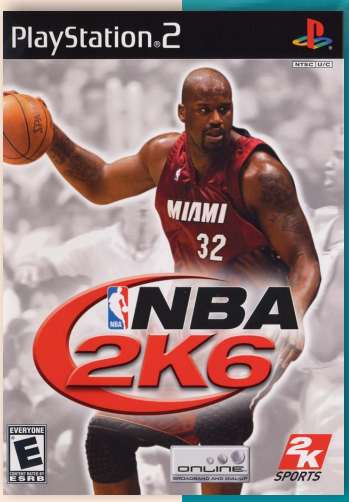
NBA 2K6

8.4



Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) September 26, 2005
Genre	Sports
Mode	1-2 (10) Players



NBA 2K6 is the first NBA 2K title to be released by 2K Sports.

NBA 2K6 strives to simulate the experience of the NBA. Players mostly play NBA games with any real world team, and may customize certain aspects, such as the camera angle, sound levels, and sliders, which adjust the realism. Players can play quick games, as well as other game modes, including Association, where players select a team, and play through NBA seasons, customizing various aspects. Players act as the manager of the team, trading players, drafting college players, firing coaches, and playing NBA games of various levels (playoffs, regular season, practice, etc.).

As well as being the cover athlete, Shaquille O'Neal also helped with the development of the game's low post gameplay.

NBA 2K7

8.1

N P

Developer	Visual Concepts
Publisher	2K Sports, (eu) 2K Games
Release date	(us) September 25, 2006
Genre	Sports
Mode	1-2 (10) Players

NBA 2K7 is the eighth installment in the NBA 2K franchise. It was for PlayStation 2, PlayStation 3, Xbox, and Xbox 360.

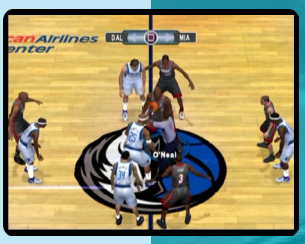
NBA 2K7 is based on the NBA. Like past NBA 2K games, NBA 2K7 is marketed as being as realistic as the actual NBA, with all the things featured in NBA games, such as commentary, and mascots. Kevin Harlan is the play-by-play commentator, Kenny Smith is the colour commentator, and Craig Sager is the sideline reporter.

Players can create their own players, using a system that has been modified from previous games in the series. Players can then use their player in 'Street' mode, a mode where players do battle against established NBA stars in street ball competitions.

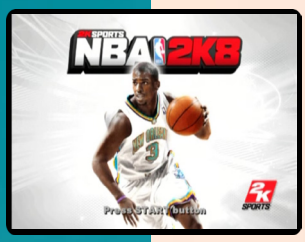
The game also have updated camera perspectives and new animations.

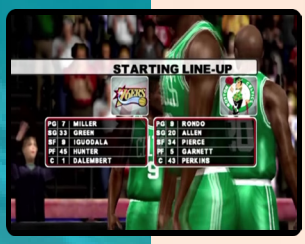
Before release, many of the game's features were said to have been drastically improved. Features that were heavily marketed include the updated visuals, individual player styles and animations, the number of players, which was said to be as large as the NBA's, the new creation tools, and the online modes.

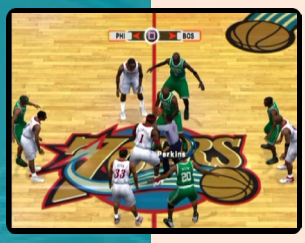
NBA 2K7 received a positive reception upon release. A lot of praise was directed at the game's overall presentation; some critics called the visuals *"gorgeous"*, while others said it was *"spectacular"* and achieved great *"visual feats"*. Most other praise was directed at the game's improved gameplay, as well as the depth and wealth of content. Some negative comments were made concerning the models and animations of the players.



NBA 2K8







Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) October 2, 2007
Genre	Sports
Mode	1-2 (10) Players

7.2

NBA 2K8 is a continuation of 2K's NBA franchise, featuring the obligatory roster and stats updates for each team as well as the standard game modes: Exhibition, Season, Career as well as a Franchise mode which is known as The Association, where players can identify key players as well as trouble-makers, keep up-to-date injuries and stats as well as simulate games.

The controls still remain the same from previous versions with some added tweaks. One of which is where players can switch to other players on offense besides the ball handler and set up alley-oops and set up screens to fool defenses. Players can also use the right analog stick for defensive purposes, locking onto opponents and run defensive plays against them. There is also Signature Style, giving the NBA players in the game and more life-like and fluid feel to them. There is also a Slam Dunk Contest sponsored by Sprite with the ability to use over 300 different dunk variations.

The game features a soundtrack consisting of 23 licensed songs. The developers aimed to create genre diversity when composing the soundtrack.

NBA 2K8 was well received upon release. Critics mostly praised the aesthetical details, with particular praise directed towards the player animations, as well as the game mode options, and overall gameplay, more specifically, the post play, jump shooting, and well rounded accessibility. Most criticisms were concerning some gameplay inconsistencies, such as the defensive mechanics, and the unrealistic player tendencies, as well as the game's lack of improvements, with some seeing the lack of meaningful changes as a step back from NBA 2K7, and visuals, which some saw as *"awful"* and *"ugly"*. Some saw the visuals as *"gorgeous"* however.

NBA 2K9

7.2

Developer	Visual Concepts
Publisher	2K Sports, (jp) Spike
Release date	(us) October 7, 2008
Genre	Sports
Mode	1-2 (8) Players

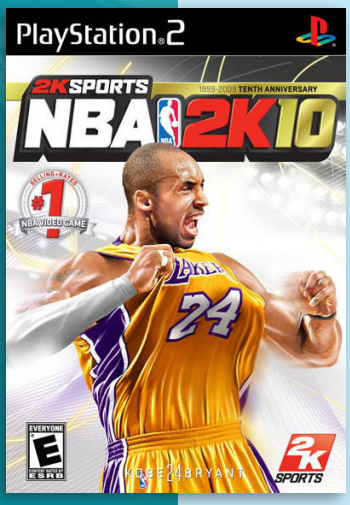
NBA 2K9 include the obligatory roster update with the latest NBA stars. The same game modes are still present: Exhibition, Season and Franchise with the same type of gameplay with some tweaks.

One of the newest tweaks is the ability for the player to change their shot's trajectory in mid-air and an advanced AI that reacts to the players performance. Players can also track their players performance, morale and attitude during franchise mode to keep their players happy and content with their place on the team.

There are also new cutscenes for the highlight reels and features online capabilities where players can compete in online leagues or face against another team head-to-head.

J N P

NBA 2K10



Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) October 6, 2009
Genre	Sports
Mode	1-2 (10) Players

The next release in the NBA 2K series, NBA 2K10 expands previous game modes, brings roster updates, and adds a number of new online-linked features meant to add more realism to the game.

2K10 features an improved player-creation mode that, aside from standard physical and appearance options, also includes tendencies, attitudes, dribble and dunk styles, and signature moves. Created players can be used in the new "My Player" simulation mode, where the created basketballer rises from an undrafted rookie through the entirety of his NBA career. This mode is a simulation in the truest sense, and players imported into it must pick a position on their team and are expected to play it accurately, unselfishly, and without deviation (no wandering the court in search of dunks and flashy superstardom).

6.5

N P

NBA 2K11

7.5

Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) October 5, 2010
Genre	Sports
Mode	1-2 (10) Players

This release in 2K Sports' long-running NBA 2K basketball series feature Michael Jordan as the cover athlete, and builds a number of challenges around his career. This is in addition to a series of improvements to game modes like My Player and The Association, as well as a new dribbling and animation mechanic.

Jordan's involvement is maximized from the start, with four modes based around Jordan's career. The "Jordan Challenge" has the player control Michael in ten highlight games through his career. The player must successfully recreate Jordan's real-life performance in the virtual scenario. In Quick Game mode, players can select eight different years of Jordan-led Chicago Bulls squads, and pit them against current-day rosters. Players can control a rookie Jordan in "MJ: Create a Legend" mode, and guide him through a modern-day career in the NBA. Finally, players are awarded pairs of Air Jordans for in-game achievements. Players are encouraged to collect all the Air Jordans Michael wore through his career, and each gives a stat bonus when equipped by the player's character.

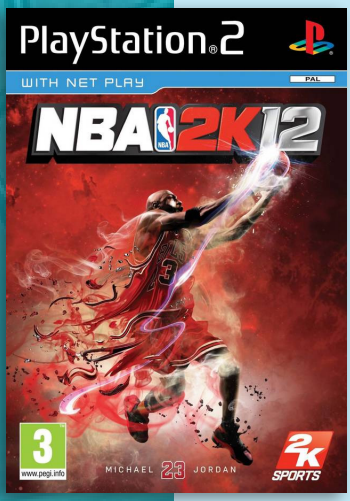
The major new feature for 2K11 is the "NBA Today 2.0" system. Live NBA news and game results are streamed from online, along with a "living roster" system that updates player stats and injuries. In addition, this system is a blanket term for improvements to the game's presentation. Players now reflect their real-world tendencies and emotions when applicable, crowds and chants are dynamic, stadiums and halftime shows are accurately represented, and commentary is more accurate and organic. Players can create their own game highlight reels, player DNA, or custom situations, and upload them to share with other players.

Along with current NBA teams, such as the Houston Rockets and Orlando Magic, The game introduces 18 classic NBA teams. It features a soundtrack consisting of 27 songs.

N P

NBA 2K12

7.2



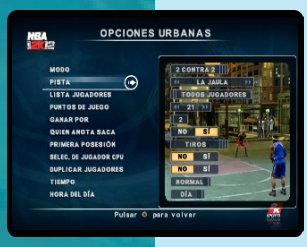
Developer	Virtuos
Publisher	2K Sports
Release date	(us) October 4, 2011
Genre	Sports
Mode	1-2 (10) Players

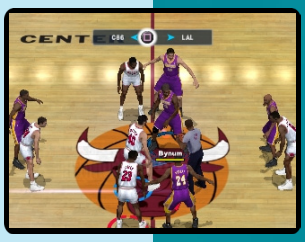
NBA 2K12 was released in October 2011 for Xbox 360, PS3, PS2, PSP, Wii, Windows, and, for the first time, iOS. This was the last installment in the series to be released for the PlayStation 2.

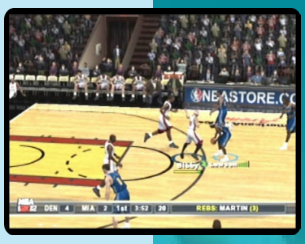
Along with standard online and quick play game modes, several other game modes are present. Association mode allows the player to assume control of an entire NBA organization, simulating through NBA seasons, managing personnel, and participating in off-season activities, such as the draft and free agency. MyPlayer mode returns, in which the player creates their own basketball player. The player customizes the appearance, animations, and other aspects of their player, and plays through their basketball career, upgrading their attributes.

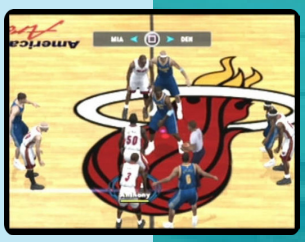
One of the game's most-touted features is the "NBA's Greatest" mode. The mode centers on past NBA teams and players, and allows the player to recreate historically significant moments. The mode features such teams as the 1986–87 Los Angeles Lakers, with Magic Johnson, Kareem Abdul-Jabbar, and others, the 1995–96 Chicago Bulls, led by Michael Jordan, and the 1984–85 Philadelphia 76ers, featuring Julius Erving and Moses Malone. The teams and players can be used outside the "NBA's Greatest" mode. Another mode is "Create a Legend"; similar to the MyPlayer mode, it allows the player to play through the entire career of a real player, instead of a customizable player. The player can play with their selected player on any team and will start as a rookie.

NBA 2K12 received positive reviews from critics upon release, with praise directed at the visuals, wealth of content, controls, and overall gameplay. By April 2012, the game had sold over four million copies worldwide.









NBA Ballers

8.3

Developer	Midway
Publisher	Midway
Release date	(us) April 5, 2004
Genre	Sports
Mode	1-2 (3) Players

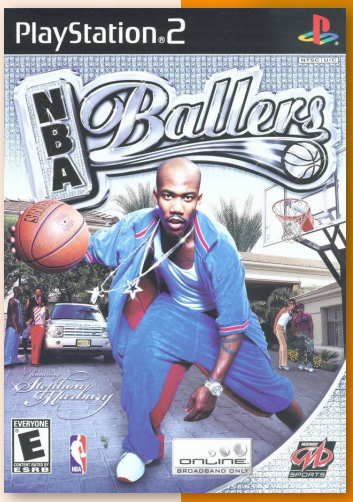
NBA Ballers is a streetball game which is similar to AND 1 Streetball and gameplay similar to the NBA Jam series. The game features fictional NBA analyst Bob Benson (voiced and depicted by Terry Abler) and MC Supernatural doing the commentary. Supernatural makes many references to the Mortal Kombat series and NFL Blitz, two games published by Midway. The game also maintains the "player on fire" feature that is in many, if not all sports games published by Midway. Most of the moves that were in the game were from real-life street ballers who provided some of their moves for the game.

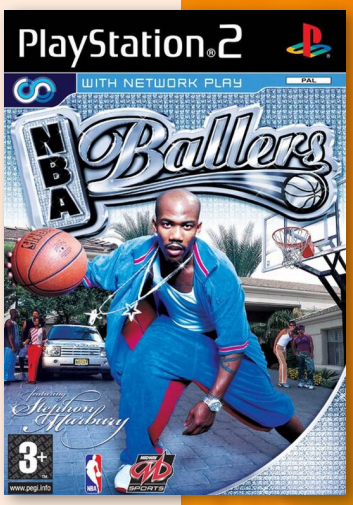
Most matches are 1-on-1. Others can be 1-on-1-on-1, meaning you have three players each playing solely for themselves. The matches are 2 minutes in length and winner is the best of three rounds, each round being a game to 11 points where the winner must win by at least two points. If time runs out, the player with the most points will be declared the winner of that round. Jackpot: Located in the top left of the screen during game play: as the player pulls off style moves he earns points that go into a jackpot at the top of the screen and when a player scores he gets all accumulated jackpot.

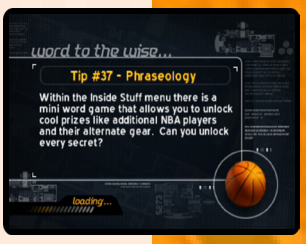
In gameplay the player has a "Juice Meter" that fills up like a fuel gauge and it is used at the turbo boost meter. It is the players energy and if it used up the meter will diminish.

The second meter below the Juice Meter is the "House Meter" which is raised by pulling off style moves and scoring points. The meter is filled until the word "HOUSE" is spelled. When totally filled, the player may choose to "Bring Down the House" by holding all shoulder buttons and throwing an alley-oop to himself that tears down the rim and ends the match.

Rags to Riches is the main story mode, in which the player portrays a relatively unknown rookie with certain abilities and must take on the best in the NBA to become arguably the greatest player in the association.







NBA Live series

NBA Live is a series of basketball games published by EA Sports. The series, which has had releases annually from 1994 to 2009 and 2013 and onwards, is the successor to EA's previous NBA Playoffs and NBA Showdown series. Live primarily competes with the NBA 2K series and formerly NBA ShootOut.

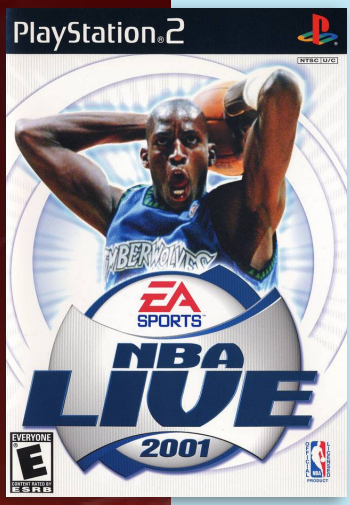
The predecessor of the NBA Live series was the NBA Playoffs series, which featured Lakers vs. Celtics, released first in 1989 for MS-DOS and later adapted for consoles in early 1990 for the Sega Mega Drive. This game was played from a horizontal view (while later versions moved to an isometric view before ultimately moving to 3D on newer consoles). The game was one of the first to feature an NBA license, containing both real NBA teams and player likenesses and signature moves. Details

In the fall of 1994, the annual EA basketball release received a simpler title of NBA Live 95. This naming pattern using the forthcoming year has continued, except for varying to use of all 4 digits of the year from 2000 to 2005. Each version's initial release was in the fall near the start of the NBA campaign, though additional ports were sometimes delayed until as late as January or February. After 16 consecutive seasons of releases, an effort to retool the game as NBA Elite 11 met with development troubles, and put the game on hiatus for three years. The series returned with NBA Live 14 in November 2013.

The pioneer NBA Live 95 release was for fourth generation video game systems Sega Genesis and SNES, as well as the MS-DOS. NBA Live 96 included the first fifth generation version, with the PlayStation, and also the first handheld games version, on the Game Boy. Sixth generation production started with NBA Live 2001 and continued all the way through NBA Live 2009 on the high selling PlayStation 2. NBA Live 06 was the first to hit seventh generation consoles, after its release to the Xbox 360. Finally, with the release of NBA Live 14 for the Xbox One and PlayStation 4, EA continued its run on into eighth generation machines. The game was released on PC each season until support was pulled after the NBA Live 08 season.

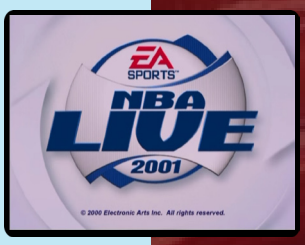
NBA Live 2001

7.4



Developer	EA Sports
Publisher	EA Sports, (jp)Electronic Arts Victor, (eu) EA
Release date	(us) January 22, 2001
Genre	Sports
Mode	1-2 (8) Players

NBA Live 2001 is the 2001 installment of the NBA Live video games series. It feature enhanced chat & match-up with the Match-up System. Improved trade system can involve up to 3 teams and 15 players. Improved "player personality" means players see players argue calls, celebrate a key basket, encourage their teammates, and more. Players can also playlegends such as Michael Jordan in 1-on-1 or 5-on-5 games.



J N P

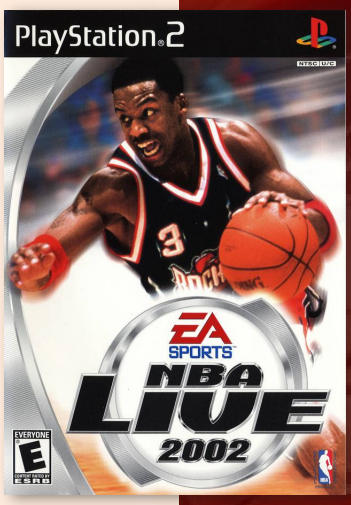
NBA Live 2002

7.0

J N P

Developer	Electronic Arts
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) October 29, 2001
Genre	Sports
Mode	1-2 (8) Players

The NBA Live series' second PS2 release brings cut scenes that evolve the focus on player vs player interaction during stops in play and arguments between player and referee. An improved interface allowing players to get into the games quicker, and an improved control system for better defensive and offensive moves. New player moves, plays and celebration animations.



NBA Live 2003

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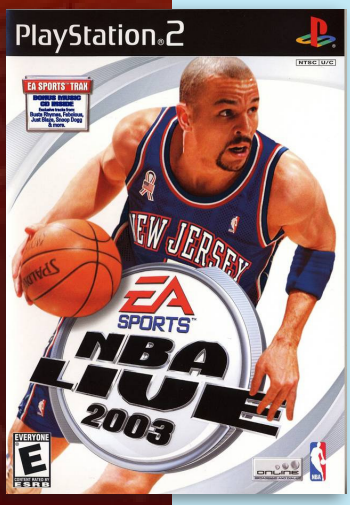


Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) October 8, 2002
Genre	Sports
Mode	1-2 (8) Players

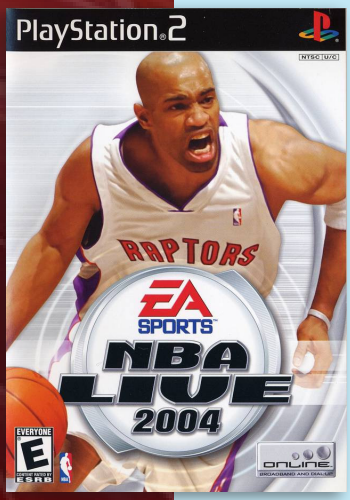
The 2003 version of the NBA simulator has improved graphics in relation to the previous installments and features like detailed faces and a player design engine. It also has rosters in accordance to the 2002-2003 Season.

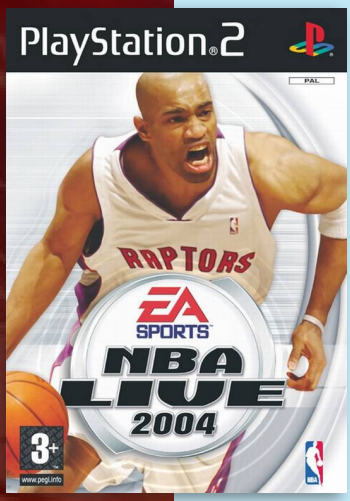
The game features more than 30 new rebound animations worked out by motion capture sessions, different passing styles and blocks and a frame rate of 60 frames per second.

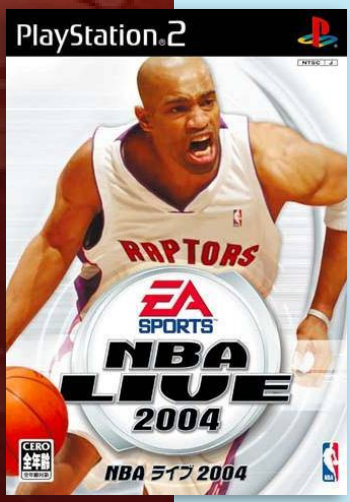
J N P

NBA Live 2004

8.6







J N P

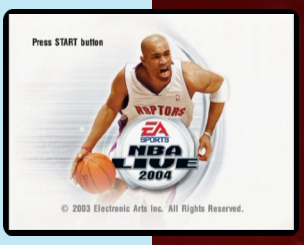
Developer	EA Sports
Publisher	EA Sports, (jp) Electronic Arts
Release date	(us) October 14, 2003
Genre	Sports
Mode	1-2 (8) Players

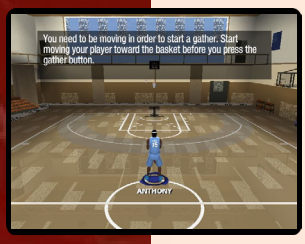
NBA Live 2004 is the 2003 installment of the NBA Live series. The game is similar graphically to NCAA March Madness 2004 and has the same create-a-player models.

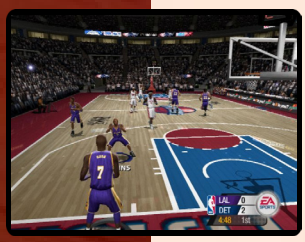
Season mode play allows the player to choose an NBA team to compete for the season trophy. Players can also choose how many games there are during the season. A custom player option also allows game players to create their own team of NBA players. There is also a Roster management where game players can buy and sell players from various teams in the NBA.

Dynasty mode is similar to season mode but instead, teams compete for the Dynasty trophy. In this mode however, points earned from gameplay in games can be spent on individual and team training sessions to improve the skill level of the player's team. Points can also be spent in the 'NBA store' on shoes, jerseys, headbands, and socks. These clothing items can then be applied to the players of the team and are seen during gameplay. One of the main goals of Dynasty mode is the process of drafting and developing new players.

The new button layout now allows the player to choose when to shoot and when to dunk/layup. The new system improves on previous frustrations with 3 foot jumpers and losing possessions because of unnecessary dunk attempts. The "pro hop" has been introduced into the game and with it the ability to split defenders, or throw an opposing defender off rhythm. Big men were also given the ability to "power dribble," which creates space into the lane for an easier basket. Yet, with the newly improved defense and AI, coming by points is that much more difficult. In addition, freestyle dribbling is no longer an end-all to improving the game, and handling stats actually affect the player's ability to freestyle. Along with the game's new freestyle improvements, the game is bound to grab their attention.







NBA Live 2005

8.4

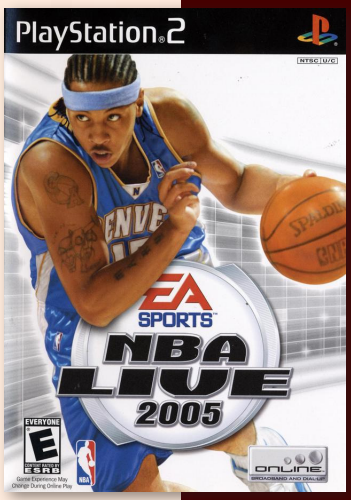
Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 28, 2004
Genre	Sports
Mode	1-2 (8) Players

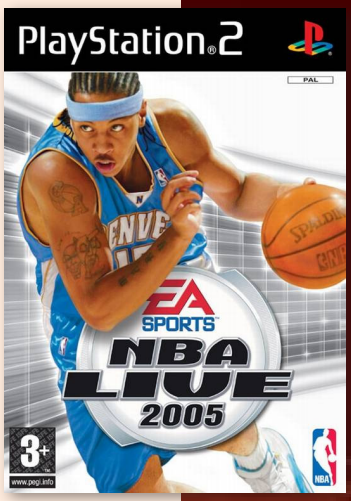
The 2005 edition of the NBA Live Basketball series has a new graphics engine, and adds new moves and signature moves to personalize the players. Another feature is Freestyle Air, with more control of players in the air, and the option to specify 10 different freestyle configurations. Players can build their team over multiple seasons, and additional management in the Dynasty Mode is introduced through rookie scouting, along with a calendar to mark all the important dates. Management is based on dynasty points. By progressing, players earn points that can be spent on training sessions, new equipment, or to send out scouts all over the world.

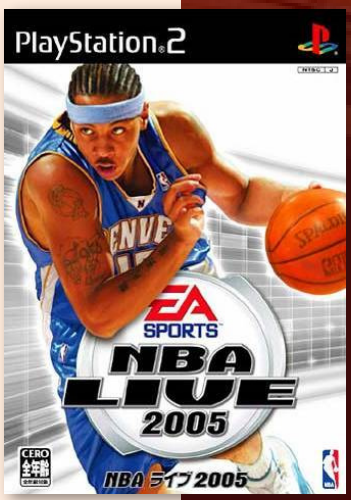
Different multiplayer options are offered, and events include a NBA all-star weekend with a Slam Dunk contest, a Rookie/Sophomore game and a 3-Point shootout, next to the regular game modes. Players can also go freestyle anywhere in North America. The game has become quicker than the 2004 version, and the game strategies have been balanced by creating more emphasis on the mid-range jumper.

By July 2006, the PlayStation 2 version of NBA Live 2005 had sold 1.6 million copies and earned $54 million in the United States. Next Generation ranked it as the 24th highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of NBA Live console games released in the 2000s reached 8 million units in the United States by July 2006.

The game received “favorable” reviews on all platforms according to Metacritic. In Japan, Famitsu gave the PlayStation 2 version a score of 32 out of 40.







J N P

NBA Live 06

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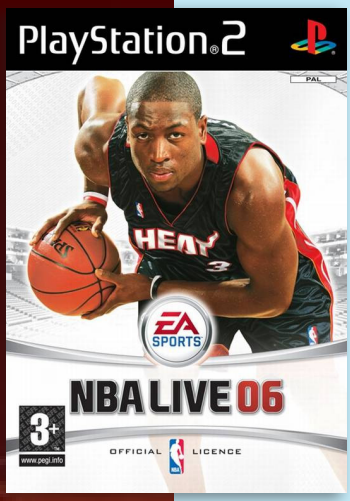


J N P

Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 26, 2005
Genre	Sports
Mode	1-2 (8) Players

NBA Live 06 is a 2005 installment of the NBA Live series released on the Xbox, Xbox 360, GameCube, Windows, PSP, PS2 and Mobile. The game features several game modes, including Dynasty, Season, Playoffs, or Free Play. This was the last NBA Live game on the GameCube and it's also was the first NBA Live game on the Xbox 360 as a launch title and on the PlayStation Portable.

In Dynasty Mode, the game player chooses one team (excluding the All-Star Teams) and runs a dynasty which overlaps many seasons. Decisions are made as to the number of games per season, the difficulty level, trade players, and sign new players along with hiring coaches. Games can be simulated. Dynasty Mode contains an All-Star weekend, except the players or rosters are according to the Dynasty Season. The game player hires the coaching staff and runs a training camp which may be simulated. There is also a trade deadline. This mode is not on the PSP version.

In Season Mode, players plays only a single season of basketball. The gamer can trade, sign, and drop players.

In the Playoffs, the game player participates in the playoffs with teams either from the Eastern or Western Conference. The default teams are those that were in the 2004-05 playoffs.

In the All-Star Weekend mode, the game player can choose to participate in a rookie game, a dunk contest, or a 3-point contest. In the dunk contest, fancy dunks are attempted and the player with the most points wins. In the 3 point contest, as many 3 pointers are attempted as possible. Both the 3 Point Shootout and the Slam Dunk Contest are announced by TNT Inside the NBA analyst Kenny Smith.

The Xbox, PSP, PlayStation 2 and GameCube versions received "generally favorable reviews", while the PC and Xbox 360 versions received "mixed or average reviews" according to Metacritic. In Japan, Famitsu gave the PS2 version a score of 32 out of 40.

NBA Live 07

6.3

Developer	EA Sports
Publisher	EA Sports
Release date	(us) September 25, 2006
Genre	Sports
Mode	1-2 (8) Players

The major update from the 06 version is the inclusion of a Dynasty mode that allows the gamer to play as the general manager of their favorite team. The files created in this mode can be exchanged with the PS2 version.

Other new features for 07 include Freestyle Superstars, which allows gamers to perform special signature moves of NBA superstars during 5-on-5 gameplay. Players can change the players' skill attributes on the fly to balance their team with certain play types. In-game coverage is provide through ESPN updates.

Players can create and name players which can be added to the roster. Players can also be upgraded to 99 using a special feature. Although the player can be named in any way, the commentator can speak out their last name if given American names.

J N P

NBA Live 08

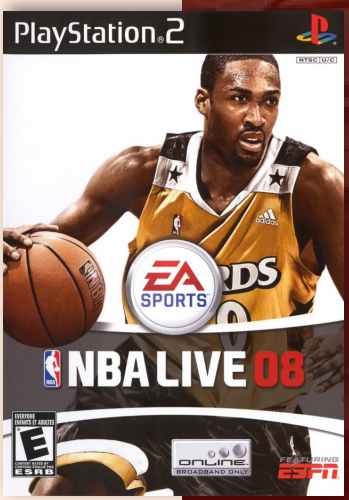
6.8

J N P

Developer	EA Canada
Publisher	EA Sports, (ko) Electronic Arts
Release date	(us) October 1, 2007
Genre	Sports
Mode	1-2 (8) Players

The game modes of NBA Live 08 include Quick Play, Season, Playoffs, Dynasty, All-Star Weekend, FIBA World Championship, 1-on-1, and Practice. Commentary is by Marv Albert and Steve Kerr. NBA Live 08 has some new features including "Go To Moves", "Hot Spots", "Quick Strike Ballhandling", and "Own the Paint". "Freestyle Superstars" and "X-Factor" from NBA Live 07 have been removed from the game. FIBA World Championship mode includes eight national teams (Argentina, China, France, Germany, Greece, Italy, Spain and the USA).

NBA Live 08 has updated rosters for the 2007-2008 season. Most NBA players that are playing in the NBA for the 2007-2008 season are in NBA Live 08.



NBA Live 09

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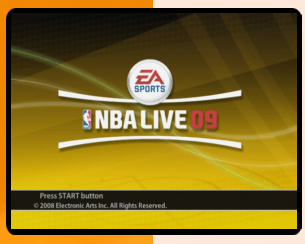


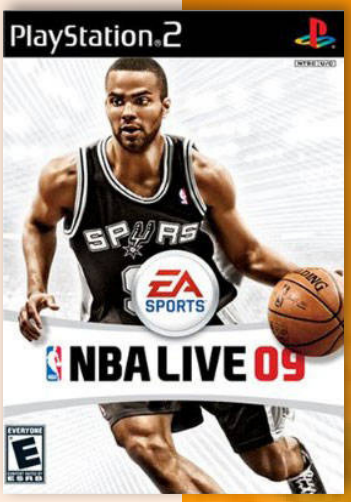
J N P

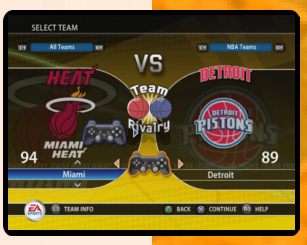
Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 26, 2005
Genre	Sports
Mode	1-2 (8) Players

NBA Live 09, sometimes called NBA Live 2009, is the 2008 installment in the NBA Live series, developed and published by Electronic Arts. This was the final NBA Live game released for the PlayStation 2 and the Wii. The game is more or less the same as NBA Live 08.

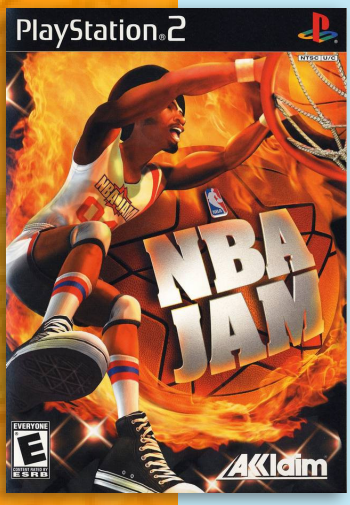
The player can choose between playing a whole season, play-offs or the FIBA World Championship. In the Dynasty Mode the player takes the role of the executive of a basketball team which means he has to grapple with managerial tasks like transfers or training Be-a-Pro is a mode were the player only takes control over one athlete.

GameSpot nominated the game for the dubious honor of Least Improved Sequel in its 2008 video game awards (the award went to Animal Crossing: City Folk).





NBA Jam



Developer	Acclaim
Publisher	Acclaim
Release date	(us) September 23, 2003
Genre	Sports
Mode	1-2 (6) Players

6.7

N P

NBA Jam is a 3-on-3 basketball video game published by Acclaim Entertainment for the PlayStation 2 and Xbox in 2003. It is part of the NBA Jam series. There was also originally to be a GameCube version of the game.

The game is based on the 2003–04 NBA season and features some of the NBA's best players from that season. After a series of more simulation-oriented Jam games, NBA Jam features fast-paced gameplay more akin to the arcade originals. The game also features various courts and special teams, including all-star teams composed of various NBA legends. It is the last NBA Jam released by Acclaim, as the company became defunct the following year.

NBA Jam would also be the last Jam game released until Electronic Arts revived the franchise with its 2010 NBA Jam game.

NBA Street

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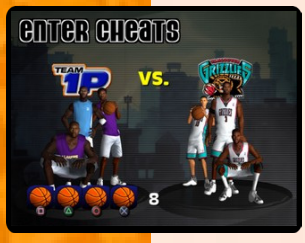


Developer	NuFX
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) June 18, 2001
Genre	Sports
Mode	1-2 Players

NBA combines the talent and big names of the NBA with the attitude and atmosphere of street-ball. NBA Street is the first game in the NBA Street series and was followed by NBA Street Vol. 2, NBA Street V3, and NBA Street Homecourt.

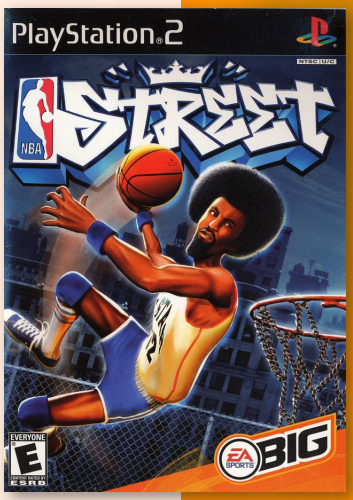
NBA Street is a basketball game of three-on-three street basketball. Aside from the basic structure of basketball, players try to collect trick points, which are scored through the use of almost every basketball game maneuver such as faking out defenders, shot blocking, diving for the ball, and dunking. If a team fills a special meter through flashy and effective gameplay, they get to perform a Gamebreaker, which is a special shot that not only adds to their score, but it subtracts an amount from their opponents' score.

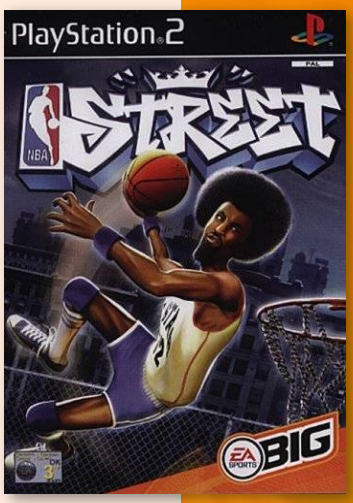
Single player options included a user-created player touring famous American locations, picking up teammates from NBA rosters along the way.

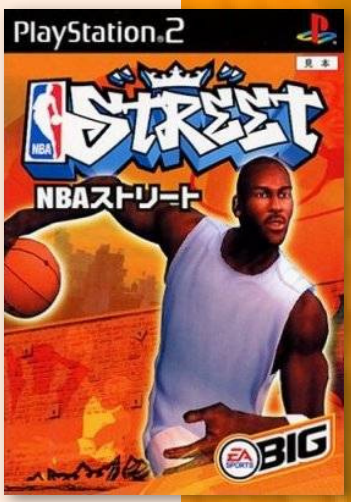
The gameplay could be considered an "arcade" style of basketball in that it is not a true simulation, similar to the NBA Jam series. For instance, in-game players are able to jump high enough to grab three-point shots mid-arc (goaltending is permitted and is often used as a defensive strategy). Games are scored not by traditional standards, as two-point field goals are worth one point, while made shots behind the 3-point line are worth two. Instead of a time limit, the first team to score 21 points are deemed the winner. However, the winner must win by 2.

Twenty-nine NBA teams are playable, with rosters from around 2000 and 2001. However, only 5 players are available from each team. Michael Jordan, who announced his comeback from his second retirement with the Washington Wizards a few months after the PS2 release, is available on both the Gamecube and PS2 versions.

With the success of the NBA Street series, EA Sports BIG expanded to the format to football with NFL Street and soccer with FIFA Street.



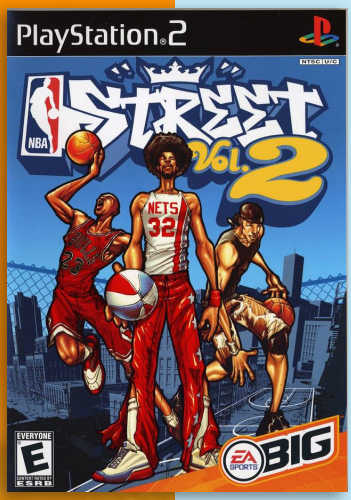


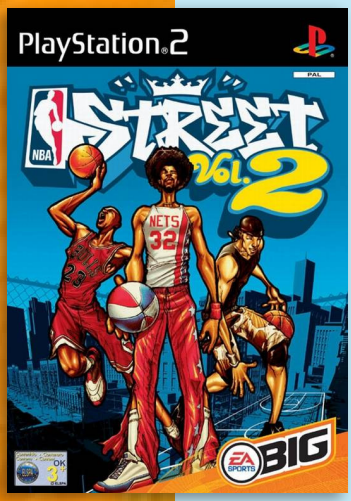


J N P

NBA Street Vol. 2

9.0





J N P

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) April 28, 2003
Genre	Sports
Mode	1-2 (4) Players

NBA Street Vol. 2 was released for the PS2, GameCube, and, for the first time in the series, on the Xbox. Japan was only able to see a PS2 release of this game.

Like the previous game, NBA Street Vol. 2 consists of 3-on-3 street basketball. In the game, there are 29 fully playable NBA teams from the 2002–03 season in all modes once unlocked. The game also features four different modes to choose from including a Pick Up Game (Regular game, default is 21 points, and can be set to 50 points), NBA Challenge (Beat all NBA teams and the legends from there with a normal or customizable team), Be a Legend (Create players' own team) and Street School (Learn the basic and advanced moves and tricks in NBA Street Vol. 2). The game also features several new trick moves and dunks, as well as introducing a level two "gamebreaker". Players will also earn reward points after every game that they win, which can be used to purchase many rewards such as players, jerseys, and courts. If players win a certain number of games, some rewards will be automatically unlocked.

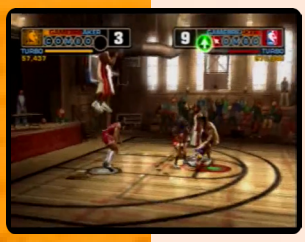
In addition to "street legends", players can also unlock "NBA legends", including Larry Bird, Julius Erving, and others.

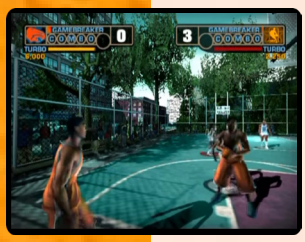
The game, at the time of release, was the only available game on the market in which three incarnations of Michael Jordan are playable: the 1985 Chicago Bulls Jordan, the 1996 Chicago Bulls Jordan, and the Washington Wizards Jordan. It is possible to play as a team made up of the three different Jordans (or the "All-Jordan" team as Bobbito García refers to it).

The game also features an in-game soundtrack with tracks from artists including Nate Dogg featuring Eve, Pete Rock & CL Smooth, Erick Sermon featuring Redman, Benzino, MC Lyte, Black Sheep and a previously unreleased song from Nelly, who appears in the game as a playable character, along with the other members of the St. Lunatics. It also features instrumental beats from producer Just Blaze.

NBA Street V3

8.9





Developer	EA Canada
Publisher	EA Sports Big
Release date	(us) February 8, 2005
Genre	Sports
Mode	1-2 (6) Players

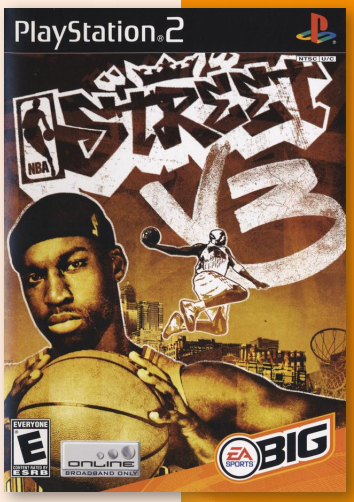
NBA Street V3 is the third game in the NBA Street series. Contributing rappers to the Golden Age of Hip Hop, the Beastie Boys, appear as playable characters.

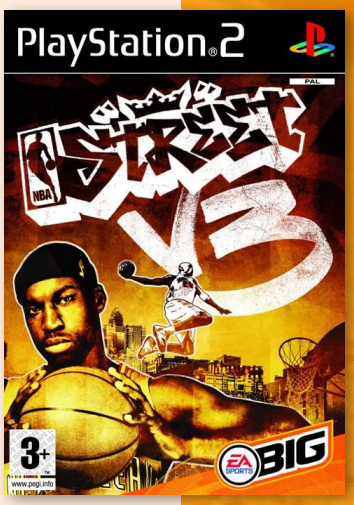
Gameplay consists of standard three-on-three streetball games as well as alternates such as a competition to be the first to a certain score or other objective. Players can try to collect trick points, which are scored through the use of excellent ballhandling and execution.

In NBA Street V3, Gamebreakers return to their original format from NBA Street, becoming once again unpocketable. This time, while in the air just before landing a dunk, the person controlling the Gamebreaker can do tricks with the right analog stick or pass the ball to teammates. Depending on how well these tricks are executed, and how long the ball is passed (each player may only have the ball once during a Gamebreaker), a dunk could be worth two to four points, and the opposing player's score would be subtracted by one, causing a three-to-five point swing. In an NBA game, the score changes become three to five points for the offense and a loss of two for the defense, amounting to a five-to-seven point swing. The risks added by this mechanic are the possibility of overdoing the tricks and therefore missing the basket, or (due to the variance in offensive points) allowing an opponent to take advantage of a poor or failed Gamebreaker to entirely reverse the momentum of the game. The same controls for the Gamebreaker apply in the new Dunk Contest feature. The "trick stick" is also used on the ground for specific tricks, while the trick button now performs a random trick.

Aside from customization of NBA players, it includes detailed character creators. It is also possible for a player to customize his own court; starting with a street court and eventually obtaining the top priced NBA courts.

The game was first unveiled in July 2004 and was intended to be, according to the game's executive producer William Mozell, *"[a] celebration of the culture and inventive style of street basketball"*.





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NBA Ballers: Phenom

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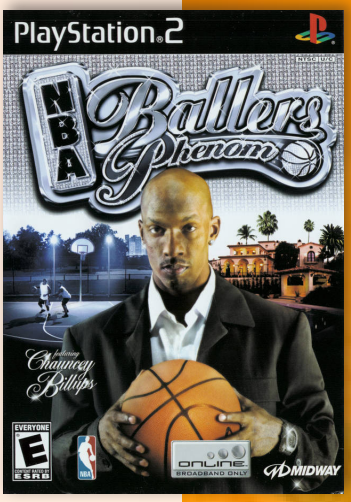
Developer	Midway
Publisher	Midway
Release date	(us) April 5, 2006
Genre	Sports
Mode	1-2 (4) Players

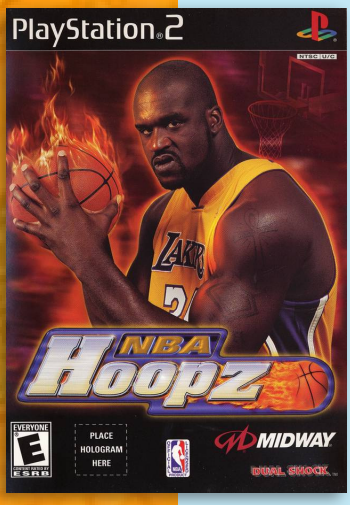


NBA Ballers: Phenom is the sequel to NBA Ballers, which featured Stephon Marbury and Chauncey Billups. In this game, celebrities such as Jin, Ludacris, Hot Sauce, and Chingy can be played.

The main story is based on the friendship between the player and Hot Sauce. One day, Hot Sauce signs up for a one-man street baller organization and steals the player's girlfriend. The gamer must then get back at him by showing off his streetball skills.

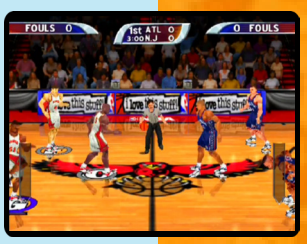
The game features four divided sections of Los Angeles: Hollywood, Santa Monica, Beverly Hills and Los Angeles International Airport. Phenom expands on the customization from the first game. An extra disc containing the soundtrack comes with the game.

NBA Hoopz



Developer	Eurocom Entertainment Software
Publisher	Midway
Release date	(us) February 26, 2001
Genre	Sports
Mode	1-2 (6) Players

6.3



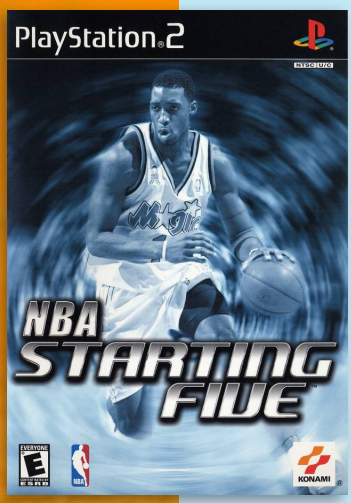
NBA Hoopz is a descendant of NBA Jam and NBA Hangtime and a sequel to NBA Showtime: NBA on NBC. Hoopz was the only 3-on-3, arcade-style basketball video game available during the 2000–01 NBA season.

Rather than 5 on 5 action like professional play, this game features 3 on 3 play. Using players from the NBA, each player chooses a guard, forward, and center from the team's NBA roster for the first half and can make substitutions for the second half.

NBA Hoopz is an arcade-style game and not meant to be realistic: players can jump twenty or thirty feet in the air, dunk the ball from 20 feet away, and do otherwise physically impossible things. Fouls are only called on flagrant pushes, foul shots are rare, and there is no out of bounds.

NBA Starting Five

5.3



Developer	Konami
Publisher	Konami
Release date	(us) October 27, 2002
Genre	Sports
Mode	1-2 (8) Players

NBA Starting Five is an NBA-licensed basketball game, and a follow-up to Konami's earlier NBA 2Night games.

Included players and teams are based on the 2002-2003 season. Game modes include Exhibition, Quick Start for a random match-up, Season, Playoffs and Franchise (up to 25 seasons in length). Franchise mode features the rookie draft between seasons, as well as signing, trading and releasing players. The signing is based on a point system, with 1000 points available to spend for the entire team.

Multiplayer options allow control of the entire team or individual athletes for competitive or co-operative play, with up to 4 players supported on Xbox and up to 8 on PS2 via multitap.

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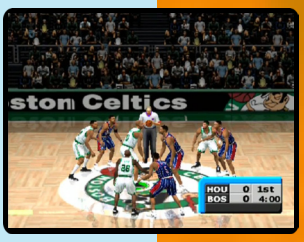

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NBA Starting Five 2005

5.9

Developer	Konami
Publisher	Konami
Release date	(jp) November 11, 2004
Genre	Sports
Mode	1-2 (8) Players

This was the Japan-only 2005 installment in Konami's NBA Starting Five basketball series. This year's edition uses updated rosters from the 2004/2005 season, as well as more than 200 officially licensed NBA players. There are also six classic teams from 1983/1984 and five others from between 1950 and 1990. The game also adds new control tailored for the dual stick setup, with the right stick allowing players to pull off dribbles and feints and the like. Improvements over the previous year include upgraded graphics, new motion captured animations, and better AI.

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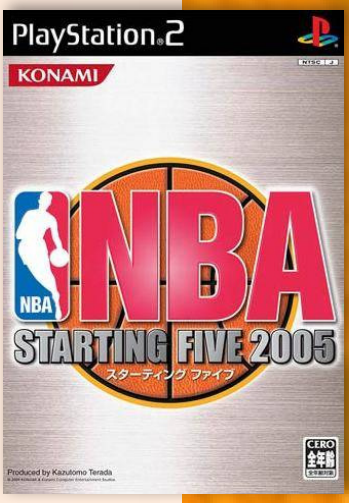

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8.3

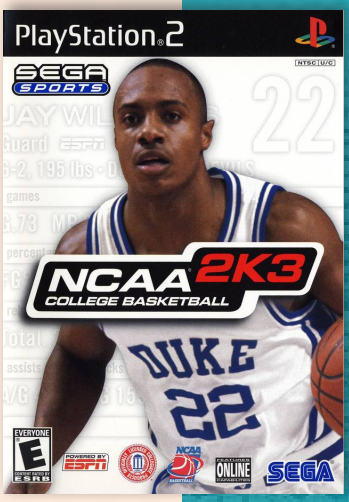
NCAA College Basketball 2K3

Developer	Kush Games
Publisher	Sega
Release date	(us) December 2, 2002
Genre	Sports
Mode	1-2 (8) Players

NCAA College Basketball 2K3 is an American college basketball game which was initially released for the Xbox, PS2 and GameCube. It is the only title for the series to appear on the GameCube and the GameCube's only college basketball game.

Players can play as one of over 300 college hoops teams in this first college outing for the 2k lineup. Players take control of a full coaching career from inception at a small time college working their way up to a major powerhouse performer. They can also play a skirmish with another player, go out for a two-on-two game, or one of many other play modes one would expect in a competitive basketball game.

The Gamecube version is widely considered to be the rarest Gamecube game of all time. Sega had made a decision to stop releasing sports games for the Gamecube, which had caused this game to stop production really early and as a result it barely made it to store shelves. Being that it's a sports game, what little copies made didn't sell very well.



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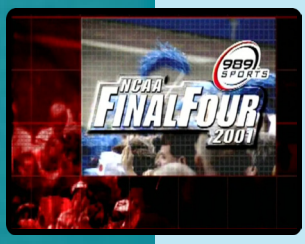
NCAA Final Four 2001



Developer	989 Sports
Publisher	SCEA
Release date	(us) December 18, 2000
Genre	Sports
Mode	1-2 (8) Players

The continuation of 989 Sports long running NCAA basketball franchise and the first for the PS2, returns with 31 NCAA Division 1-A schools along with over 300 of the top teams of the time.

It feature the obligatory game modes apply such as Exhibition, Season, Playoffs, etc. It also features authentic motion capturing and 3D rendered character models of the top stars of the time to give it a more realistic feel. A shooting meter has also been added to give players a better chance at both shooting and free-throws.

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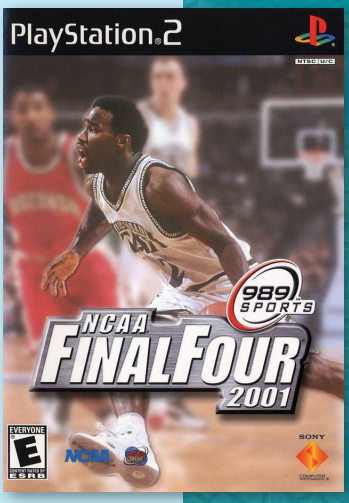


NCAA Final Four 2002

5.2

Developer	989 Sports
Publisher	SCEA
Release date	(us) November 12, 2001
Genre	Sports
Mode	1-2 (8) Players

The follow-up to Final Four 2001 features the obligatory roster updates with over 300 real NCAA teams and 31 conferences with authentic fight songs and 70 new player models to give the game a feel of realism.

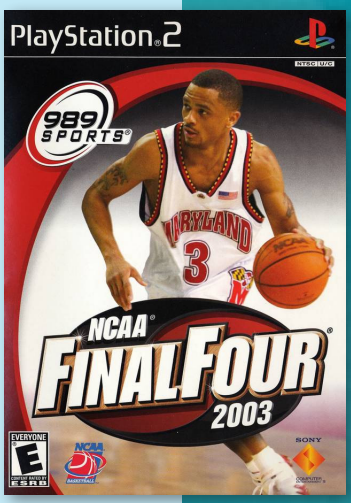
The standard modes apply such as Exhibition that supports both one-player or two-player and a Dynasty mode that lets the player compete in a full-season.

NCAA Final Four 2003

5.7

Developer	Killer Game
Publisher	SCEA
Release date	(us) November 27, 2002
Genre	Sports
Mode	1-2 (8) Players

The game features 70 new player models, each consisting of over 4,500 polygons. The game also has upgraded gameplay features that allow the performance of over 30 new dunks including reverses, follow-ups and 360 degree jams. Over 303 teams and arenas are also recreated in the game.



NCAA Final Four 2004

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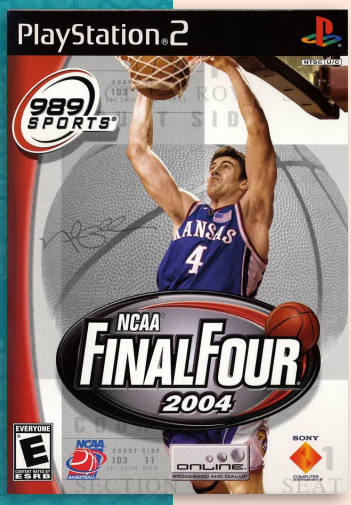

Developer	989 Sports
Publisher	SCEA
Release date	(us) November 11, 2003
Genre	Sports
Mode	1-2 (8) Players

NCAA Final Four 2004 faeture a new Online Mode. In order to build a collegiate program over multiple seasons in this game, players will have to master the Dynasty Mode by recruiting freshmen to replace graduating seniors. The game also feature over 303 Division IA teams to choose from and a redesigned graphics engine.

NCAA Football series

NCAA Football was an American football game series developed by EA Sports in which players control and compete against current Division I FBS college teams. The series is a younger brother to the Madden NFL series.

In July 2014, the NCAA announced that it would not renew its licensing contract with Electronic Arts because of an ongoing legal dispute regarding the use of player likenesses in the games. However, this contract only covers the use of the NCAA name and related logos, not those of individual schools and conferences, which are negotiated individually or through the Collegiate Licensing Company. The CLC concurrently announced that it would extend its existing licensing deal with EA through 2017, ensuring that EA Sports could continue the series without the NCAA branding. However, the series was placed on hiatus in September 2013, following three major conferences pulling their trademark licenses from EA, and uncertainties surrounding the results of lawsuits involving the use of player likenesses in-game.

NCAA Football 2002

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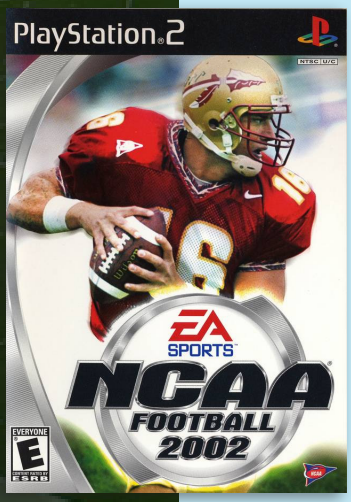


Developer	EA Sports
Publisher	EA Sports
Release date	(jp) July 23, 2001
Genre	Sports
Mode	1-2 (8) Players

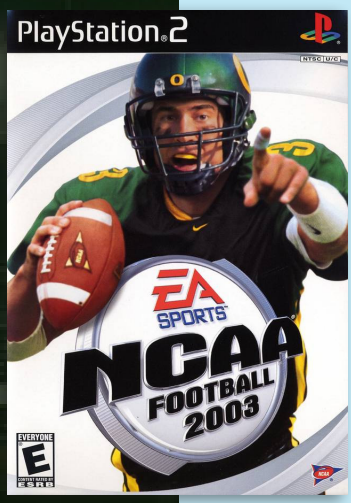
NCAA Football 2002, released only for the PlayStation 2, featured Florida State quarterback and Heisman Trophy winner Chris Weinke on the cover.

This was the first version released for PlayStation 2; it lacked features (such as Custom League, Custom Tournament, and Create-a-school) that were present in the previous PlayStation edition (2001).

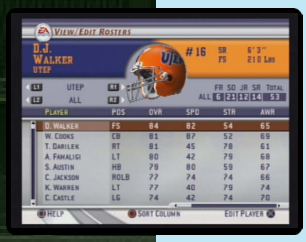
The game featured a new Campus Cards rewards system, which allowed players to unlock special features in the game such as historical teams or special stadiums.

NCAA Football 2003

9.1



Developer	EA Sports
Publisher	EA Sports, (eu) Electronic Arts
Release date	(jp) July 20, 2002
Genre	Sports
Mode	1-2 (8) Players



NCAA Football 2003, released for the PS2, GameCube, and Xbox, featured University of Oregon quarterback Joey Harrington on the cover.

New features in this version included over 200 licensed fight songs, 3D cheerleaders and 144 different schools.

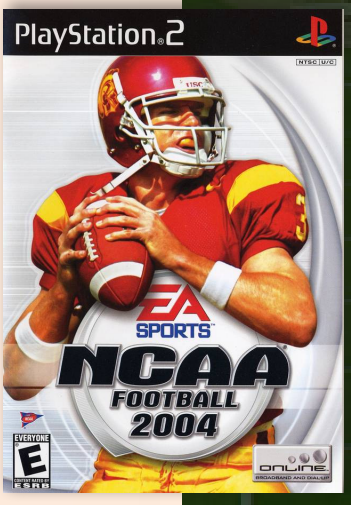
Dynasty mode was enhanced with the ability to redshirt a player and schedule non-conference games before each season. Trophies and awards, modeled after real-life college football awards, was another feature new to this version. Players could win trophies by playing games and could add them to a personal collection which is shown off in a trophy room.

Create-A-School mode returned in this edition of the game after being absent from the previous year. The game also featured a customizable interface for the first time.

NCAA Football 2004

9.4

Developer	EA Sports
Publisher	EA Sports
Release date	(us) July 16, 2003
Genre	Sports
Mode	1-2 (8) Players



NCAA Football 2004, released for the PlayStation 2, Nintendo GameCube, and Xbox, featured University of Southern California quarterback and Heisman Trophy winner Carson Palmer on the cover.

This edition featured the return of gameplay modes seen in previous versions such as Dynasty Mode.

The College Classics mode was introduced in this version and allowed players to replay classic games in college football history. New tackling animations and more realistic zone defenses were also included.

According to Metacritic, the PS2 release received "universal acclaim".

NCAA Football 2005

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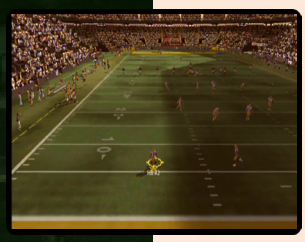
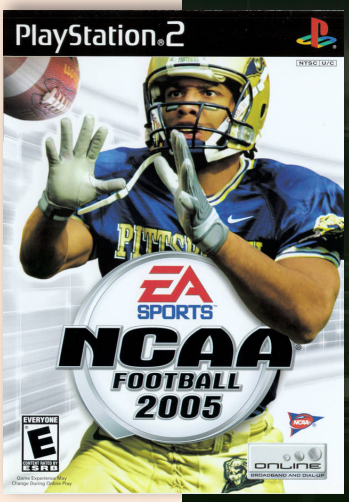


Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) July 15, 2004
Genre	Sports
Mode	1-2 (8) Players

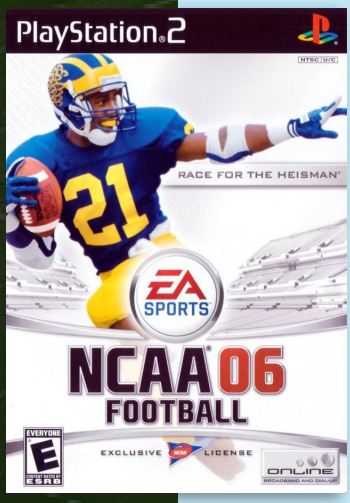


NCAA Football 2005, the last game in the series to have the full year on the cover and released for the PS2, GameCube, and Xbox, featured University of Pittsburgh wide receiver Larry Fitzgerald on the cover.

This version introduced more fan interaction in the game. The home team's defense can incite the crowd to make noise, making it difficult for the offense to hear the quarterback's audibles. This feature, dubbed "home field advantage", allowed stadium influence and energy to swing a game's momentum if strong enough.

The new "Match-Up Stick" feature allowed players to match up more experienced and skilled players on younger, less-talented ones to exploit matchup problems.

NCAA Football 06



Developer	EA Sports
Publisher	EA Sports
Release date	(us) July 11, 2005
Genre	Sports
Mode	1-2 (8) Players

8.7

NCAA Football 2006 has features that include the Dynasty mode, wherein the player act as a team's head coach, both on and off the field. Aside from weekly games, the player also controls recruiting freshman for the next year's season; new to the 2006 version is in-season recruiting.

Another new feature in the 2006 game is the Race for the Heisman mode, in which the player takes on the role of a single player attempting to win the Heisman Trophy. Race for the Heisman begins with the user selecting which position they want their character to be. The player then completes a workout for college scouts and you are offered scholarships to three different schools. The quality of football programs that offer scholarships depends on how well the player did in the workout. The player can either choose to accept one of the scholarships or walk on at any Division I school.

NCAA Football 07

8.7

Developer	EA Sports
Publisher	EA Sports
Release date	(us) July 18, 2006
Genre	Sports
Mode	1-2 (8) Players

NCAA Football 07 was released on July 17, 2006, and was the series' first release on both the Xbox 360 and PSP. University of Southern California running back and Heisman Trophy winner Reggie Bush is featured on the game's cover. FCS teams were not featured on next gen consoles, but were available still on previous gen consoles.

This version of the game utilized a feature called Turn the Tide, which consisted of a momentum meter on the score graphic at the top or bottom of the screen. A boost in momentum for a team would increase the performance of all players and boost their attributes by a varying amount.

This version also included spring drills, an update to the Race for the Heisman mode called Campus Legend (which plays more like NFL Superstar mode in Madden), ESPN integration, and a spring game in Dynasty and Campus Legend modes.

NCAA Football 08

8.3

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) July 17, 2007
Genre	Sports
Mode	1-2 (8) Players

NCAA Football 08 was released on July 17, 2007. The cover athlete is Boise State University quarterback Jared Zabransky.

Some of the new features for this version include Leadership Control, which allows players who perform well to "lead by example" and control the action on the field and increase their sphere of influence by improving their players' personal ratings on each big play. The game also features a new and deeper recruiting system and an all-new Campus Legend mode.

This was the first version of the game released on the PS3.

NCAA Football 09

7.3

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) July 15, 2008
Genre	Sports
Mode	1-2 (8) Players

EA Tiburon made several additions and modifications to the game from previous editions.

A new animation system has been put in place, whereby players are no longer locked into an animation. This allows players to chain together various moves, enabling a more fluid style of play.

After throwing an interception, the player is allowed to answer a “Quarterback Quiz”. The player is given several pictures – representing photos taken by the offensive coordinator – and is presented with three choices of defensive schemes to select. This new feature is solely for the controller/player to understand and read the defence.

Quarterbacks playing on the road can be rattled by home crowds, forcing them to misread routes or completely forget plays. This effect is not amplified with an incorrect guess on the “Quarterback Quiz”.

Players can give coaching strategies, whereby the entire offense or defence will focus on a single action, such as forcing a turnover or ignoring the crowd noise.

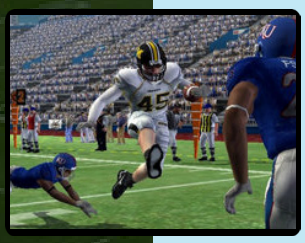
Players can call a timeout before a key field goal or extra point attempt to “ice” the kicker, which will overlay the kick meter with a sheet of ice, change the camera angle to a more dramatic view, cause the player’s controller to shake violently, and give an audible heartbeat sound effect, which matches the pulse of the controller’s rumble.

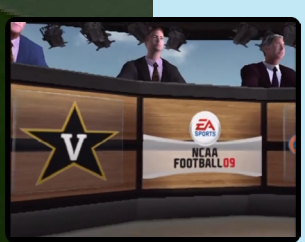
There are new, school-specific celebrations, many of which involve the school’s mascot.

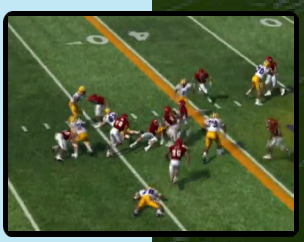
School-specific custom stadium sounds can be added from MP3s loaded on your gaming system’s hard drive. Numerous user-created websites have popped up to facilitate this feature.

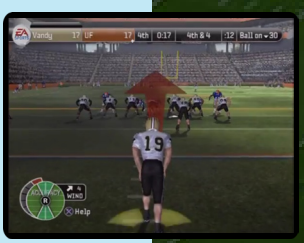
The new “Coke Zero Mascot Mash Up” mode, where teams are made up entirely of the school’s mascot. In this mode, ball-handling manoeuvres are more fantasy-oriented, allowing the player to perform flips rather than typical jukes and spins.

Online Dynasty Mode with support for up to 12 players across Xbox Live or PlayStation Network.









NCAA Football 10

8.0

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) July 14, 2009
Genre	Sports
Mode	1-2 (8) Players

The game was released for the Xbox 360, PS3, PSP, and PS2. The PS2 version had fewer development resources, so the amount of new features is expectably limited when compared to what's on Xbox 360 and PS3. That withstanding, players will find a slightly trimmed down version of Road to Glory, the mode where they craft an incoming freshman, run through a series of specialized drills, and then build him up into the campus legend.

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NCAA Football 11

7.3

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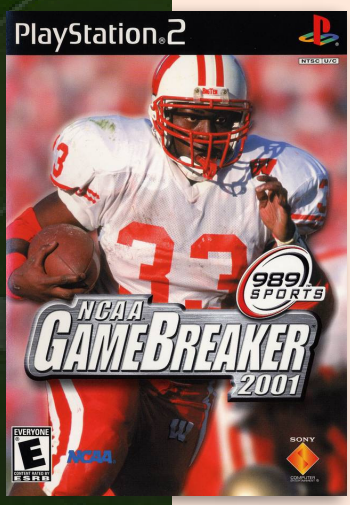
Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) July 13, 2010
Genre	Sports
Mode	1-2 (8) Players

NCAA Football 11 was released on all next generation consoles, with the exception of the Wii. The cover athlete for all three versions is former Florida quarterback Tim Tebow. This was the last version of the game released for the PlayStation 2, and the only version released for iOS.

The PS2 version feature very few improvements over the last game.

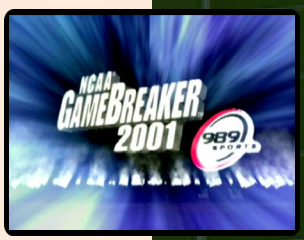
NCAA GameBreaker 2001

5.7



Developer	989 Sports
Publisher	SCEA
Release date	(us) December 18, 2000
Genre	Sports
Mode	1-2 (8) Players

Like previous games in 989 Studios' GameBreaker series, NCAA GameBreaker 2001 is a counterpart to their NFL GameDay series. Players start out as a bottom-rung coach at one of the 115 division 1-A college teams and as they performance increases, they obtain promotions and offers from other schools. At the end of the season, they are able to export their players to NFL GameDay.



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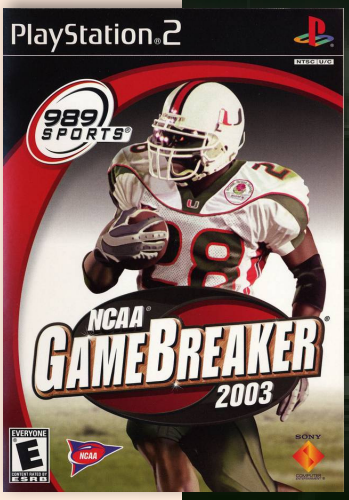
NCAA GameBreaker 2003

5.3

Developer	989 Sports
Publisher	SCEA
Release date	(us) August 14, 2002
Genre	Sports
Mode	1-2 (8) Players

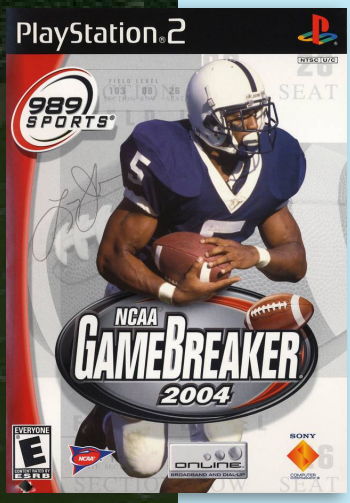


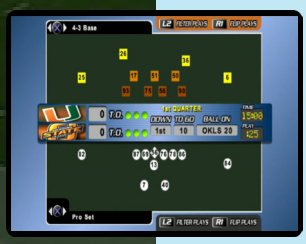
The game is nearly identical to the 2003 version of NFL GameDay. GameBreaker has most of the same options and features that one will find in other football games. Complete seasons, one-game scrimmages, and full-on dynasty mode. The game also feature a 16:9 Widescreen support and Online Play.

A 117 Division I-A teams join 60 historical squads for the players selection, and a handful of bowl games and post-season awards are included as well.

"ign.com"

NCAA GameBreaker 2004





Developer	989 Sports
Publisher	SCEA
Release date	(us) August 27, 2003
Genre	Sports
Mode	1-2 (8) Players

6.1

NCAA GameBreaker 2004 includes 117 Division I-A teams plus an additional 66 classic teams.

Modes include Scrimmage, Bowl Season, Tournament Season, Career Mode, Tournament Mode, Practice Mode, and Athletic Department. Scrimmage is an exhibition game between two teams. Bowl Season and Tournament Season let the player play a regular season and if their team is good enough for the post season, they can then participate in a bowl game or a tournament playoff, depending on the mode respectively. Career Mode lets the player take on the role of a coach. Tournament Mode lets the player compete in a tournament right from the start. The Athletic Department mode allows the player to view rosters, recruit players, and create walk-on players.

The game offers a style setting that let's the player choose whether to play simulation or arcade style, with the arcade style making the gameplay faster and giving the players on the field more exaggerated moves.

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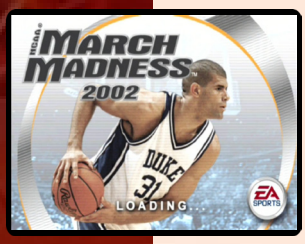
NCAA March Madness series

The NCAA Basketball (NCAA March Madness) series was a college basketball game which was published by EA Sports from 1998 until 2009. After EA Sports' rival publisher 2K Sports cancelled its own college basketball game, College Hoops, in 2008, EA changed the name of the series from NCAA March Madness to NCAA College Basketball. The series was discontinued on February 10, 2010. It was released on PlayStation, PlayStation 2, Xbox, Xbox 360 and PlayStation 3. Like other games based on NCAA sports, it could not feature the players' names (as that is against NCAA policy/rules), so only the players' numbers were used in the rosters. Users were able to edit the rosters, putting in the correct names for each team if they wished to do so. Many player last names were built into the in-game commentary, like in the NBA Live series.

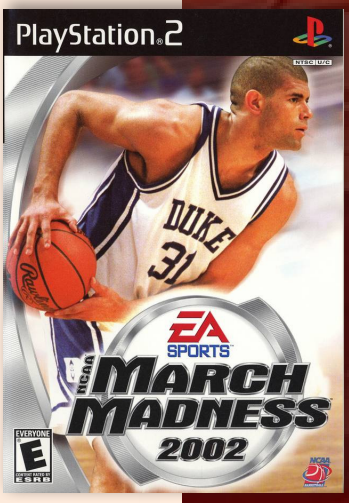
Verne Lundquist, Brad Nessler, and Gus Johnson lent their voices for play-by-play in the games at various times. Lundquist was the original announcer, with Nessler taking over in the mid-2000s and Johnson joining him for the most recent game in the series. Bill Raftery and Dick Vitale were analysts. Raftery originally worked with Lundquist on their games and returned to work alongside Johnson for CBS-branded games in NCAA Basketball 10, while Vitale and Nessler joined the series at the same time.

5.4

NCAA March Madness 2002



Developer	NuFX
Publisher	EA Sports
Release date	(us) January 7, 2002
Genre	Sports
Mode	1-2 (8) Players



The 2002 entry in the March Madness series came with the standard updated rosters on over 130 official NCAA teams along with their real life logos and nicknames. The standard modes also apply including Exhibition, which supports multiplayer capabilities, Season and Tournament. It also gives the player the ability to change the game's difficulty to there liking including fatigue settings, computer A.I., period lengths, etc.

Players can also create their own college using 14 logos, different jersey styles, head coaches and three different types of stadiums (Field House, Stadium and Arena). It also features the voices of renown NCAA Coaches including Roy Williams, Billy Donovan and many others that will give the player advice throughout the game.

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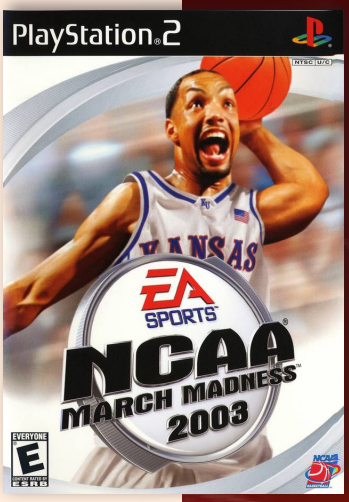
NCAA March Madness 2003

7.4

Developer	NuFX
Publisher	EA Sports
Release date	(us) November 21, 2002
Genre	Sports
Mode	1-2 (8) Players



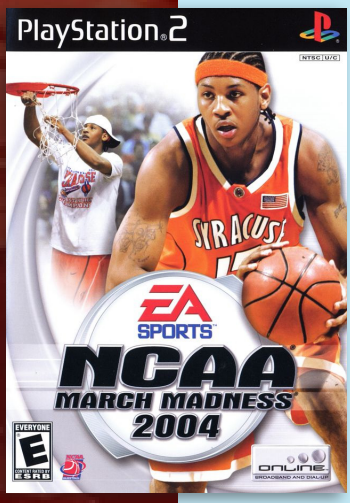
NCAA March Madness 2003 was the 2002 installment in the NCAA March Madness series. It was only released for the PlayStation 2. Former Kansas Jayhawk player Drew Gooden was featured on the cover. The game's cover shows deformities within the artwork.

Compared to the previous year's version, it adds several new game modes and also includes several of the new control options previously seen in NBA Live 2003.

Returning modes from the predecessor are single games and tournaments, along with the Create-A-School mode. Newly added are single seasons and the multi-season dynasty mode. The number of available teams has increased to over 160. More authentic team mascots and fight songs have also been added.

NCAA March Madness 2004

8.2



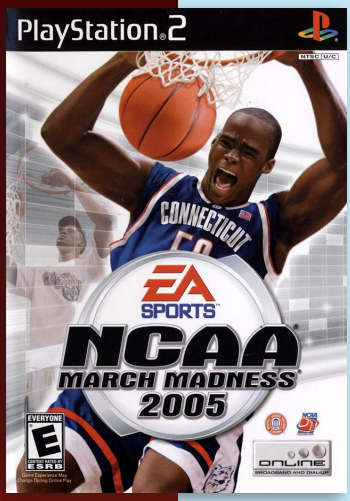
Developer	NuFX
Publisher	EA Sports
Release date	(us) November 17, 2003
Genre	Sports
Mode	1-2 (8) Players

NCAA March Madness 2004 was released for the PS2 and Xbox. This was the first time the player could pick his favorite school and the menus would be stylized in the school's colors and a cheerleader or mascot will appear on the main menu while playing the school's fight song. The game plays similar to NBA Live 2004.

The game allows the player to pick their favorite school and run a college basketball dynasty for up to 30 seasons and lead them to a National Championship. The game features all of the major tournaments including the NCAA Tournament and Maui Invitational and a Frat Party Mode which is a four team tournament for 4-players. Other modes include mascot game, where the player can play as a school's mascot. As well as Dickie V integration where Dick Vitale offers his take on the features of the game and gives gamers hints in Dynasty Mode on recruiting.

NCAA March Madness 2005

7.8



Developer	EA Canada
Publisher	EA Sports
Release date	(us) November 17, 2004
Genre	Sports
Mode	1-2 (8) Players

NCAA March Madness 2005 was released for the PS2 and Xbox. The game features the voices of Brad Nessler and the legendary Dick Vitale.

New features includes a sophisticated play calling system players can call their plays with still moving the ball down the court to get their team mates in contention. The dynasty mode goes up to 30 years with a recruiting system that keeps up to date of the players prospects while keeping their other players in line just in case they decide to stray from their studies or worse. Players can play one on one against the computer or against another player, playing in custom tournaments, rivalry games or play as their favorite teams mascots. It also features the all-new Pontiac College Classics, allowing players to recreate classic games from the past or even rewrite history.

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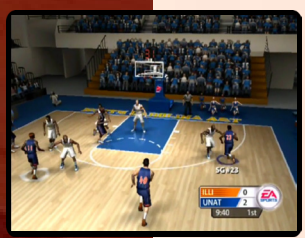
NCAA March Madness 06

7.8



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Developer	EA Canada
Publisher	EA Sports
Release date	(us) October 11, 2005
Genre	Sports
Mode	1-2 (8) Players

NCAA March Madness 06 was released for the PS2 and the Xbox. Former North Carolina player Raymond Felton is featured on the cover.

Improved features from the last game include a new lockdown stick that allows players to force opponent's to make easier turnovers and make smoother passes to teammates. Players can have their senior captain get their team into the game and get the crowd fired up to rattle the rivals into mistakes. With an much more updated dynasty mode players can now recruit Junior College players with updated stats to keep them ahead of their rivals and relive some of the greatest moments with College Classics and play up to 20 great games, repeating history or completely changing it.

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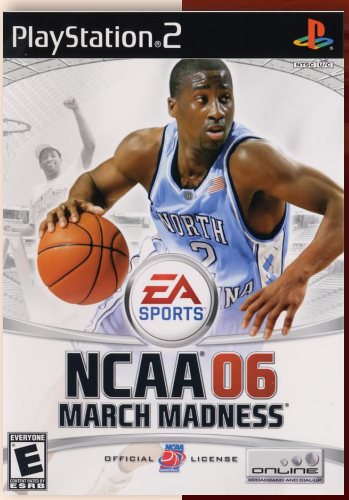
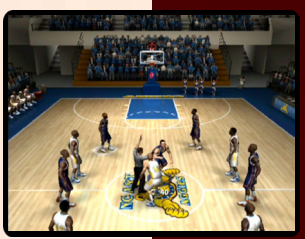




6.3

NCAA March Madness 07

Developer	EA Canada
Publisher	EA Sports
Release date	(us) January 17, 2007
Genre	Sports
Mode	1-2 (8) Players

NCAA March Madness 07 was the 2006 installment in the NCAA March Madness series. It was released for the PS2 and Xbox 360. Former Gonzaga player Adam Morrison is featured on the cover.

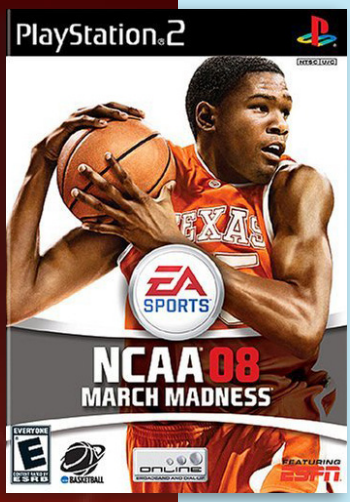
Using a new dynamic crowd environment, the game features a noticeable difference between high-energy schools such as Kentucky, Indiana, Duke, or North Carolina as opposed to smaller, more subdued crowds for less schools with less popular basketball programs. Having a winning program will unlock a pep band, a student section, and a cheerleading squad to help motivate the players on the floor. The team behind March Madness 2007 has worked to make sure that the location of all 325 school bands and student sections are as authentic as possible.

The ability to upgrade facilities makes it possible to upgrade the player's program's success throughout the game. By completing challenges throughout the season, such as winning the home-opener or signing high-profile recruits lets players upgrade the facilities of your program, including a practice gym, a weight room, a study hall, and an injury clinic. With better facilities, players are more likely to land that prized recruit.

The ability to interact with the crowd, opponents and teammates allows the player to raise the intensity of the arena by performing well. Inversely, performing poorly will lower the intensity making it difficult to make a comeback. Intensity points earned can be used to interact with the mascot, the cheerleaders, the pep band, or the crowd.

NCAA March Madness 08

5.4



Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) December 11, 2007
Genre	Sports
Mode	1-2 (8) Players

NCAA March Madness 08 is the 2007 installment in the NCAA March Madness series. It was released for the PlayStation 3, PlayStation 2, and Xbox 360. Former University of Texas and current Golden State Warriors small forward Kevin Durant was featured on the cover. It was also the first March Madness game available for the PlayStation 3.

The game has updated rosters, along with new arenas. It still features the dynasty mode, tournament mode and single-season and exhibition modes along with the lockdown stick and Floor General playcalling system.

It also includes the NIT tournament and the McDonald's High School All-American game.

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NCAA Basketball 09

5.5

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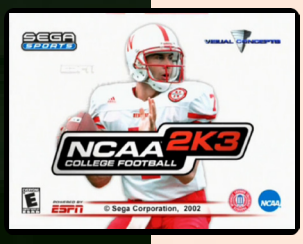
Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 17, 2008
Genre	Sports
Mode	1-2 (8) Players

NCAA Basketball 09 is the 2008 installment in the NCAA College Basketball series. It was released for the PlayStation 3, PlayStation 2, and Xbox 360. The cover featured former UCLA and current Cleveland Cavaliers forward Kevin Love.

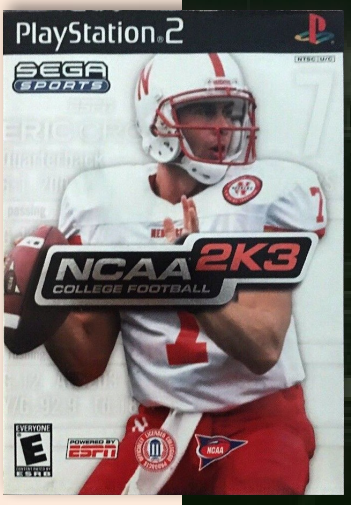
Compared to the previous game, this release doesn't provide with anything new, apart from a quartet of new tournaments.

7.1

NCAA College Football 2K3



Developer	Avalanche Software
Publisher	Sega
Release date	(us) August 7, 2002
Genre	Sports
Mode	1-2 (8) Players



NCAA College Football 2K3 is the second College Football game by Visual Concepts (the first being NCAA College Football 2K2: Road to the Rose Bowl for the Dreamcast). The game also has ESPN style game play, meaning at half-time it gives players a report on their game and others around the league. It includes an editable roster, but players cannot name the players as, traditionally, NCAA athletes are referred to as “John Doe” and not by their full name.

There are basic game modes such as the dynasty or jump into a quick play. Dynasty is where players lead their team over the course of a year to the National Championship. Legacy mode is when they completely take over a team, control its recruiting classes, and remain a “Division 1” powerhouse.

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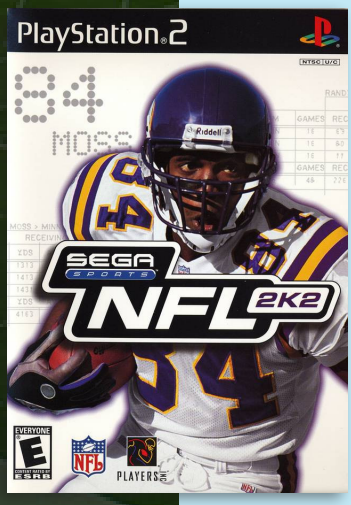
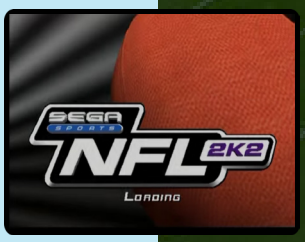
NFL 2K2



Developer	Visual Concepts
Publisher	Sega
Release date	(us) November 19, 2001
Genre	Sports
Mode	1-2 (8) Players

8.5



NFL 2K2 is a football simulation, giving players a variety of ways to play. Players can compete in a single exhibition game, start up a franchise, or move directly to the playoffs.

NFL 2K2 uses a TV-style presentation, featuring telestration, action replays, sideline animations, stadium lighting and a director feature that zooms in on the play.

Included in NFL 2K2 are all the teams and plays from the 2001-2002 season, including stadiums and uniforms.

Players have the option to choose a team and select their own roster, or they can create their own team and take them through a franchise.

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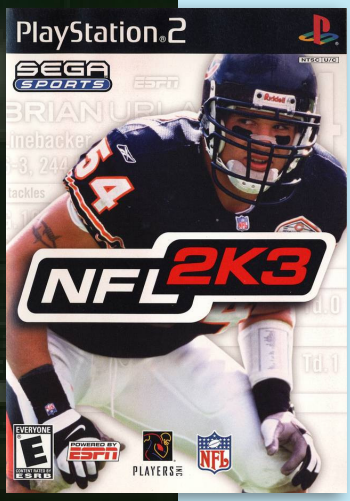
NFL 2K3

9.3



Developer	Visual Concepts
Publisher	Sega, (eu) Atari
Release date	(us) August 12, 2002
Genre	Sports
Mode	1-2 (8) Players

NFL 2K3 feature new player animations, new play-calling intelligence, an on-the-fly audible system, and a new ESPN broadcast system with overlays, scores, and highlights. NFL 2K3's Franchise mode gives players total team control as player, coach, and general manager - track the best players, make the smartest trades, and build the most dominant team in the league. It comes with the updated rosters, NFL alignment changes, and authentic stadiums redesigned for the 2002 season. Also new to the series was online play.

"mobygames.com"

J N P

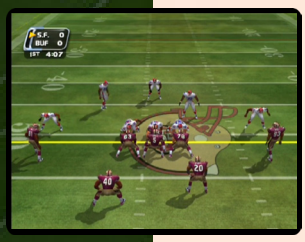
NFL Blitz 20-02

7.6

Developer	Midway
Publisher	Midway
Release date	(us) February 6, 2002
Genre	Sports
Mode	1-2 (4) Players

Rather than being designed as a realistic interpretation of the sport of football, like Madden NFL or NFL 2K, the Blitz series is an over-the-top, exaggerated version of the sport, inspired by Midway's own NBA Jam basketball games.

The game feature a new impact player option that allows players to edit the route or assignment in any play in the team's playbook. There's a new running game AI, and more than 1,500 brand-new catches, sticks, and hits, including some animations that were motion-captured using professional stuntmen swinging from rigging wires. It features real-player stats, abilities, attributes, and attitudes that may add realism to the game. The enhanced Create-a-Player mode allows the user to select the player's height, weight, and position, the uniform, face, head size and type, size of pads, facemask, and more.



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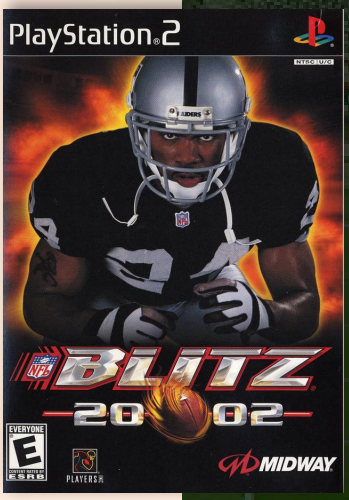
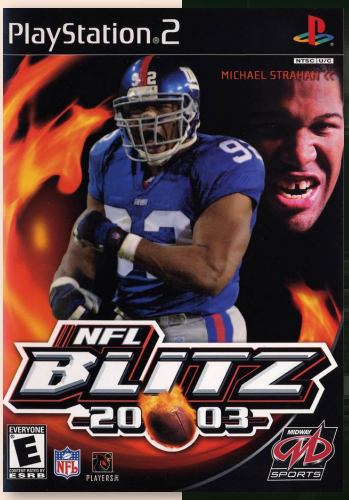


NFL Blitz 20-03

7.3

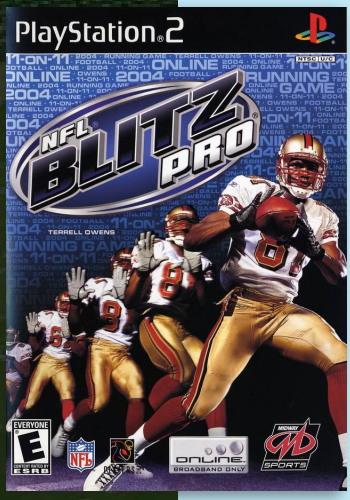
Developer	Point of View
Publisher	Midway
Release date	(us) August 12, 2002
Genre	Sports
Mode	1-2 (4) Players



NFL Blitz 20-03 offers more options and refines the options presented earlier in the series. Of significant note is the create a player option. By desiging the look of the player as well as assigning various stats to their abilities, players can craft a whole team to compete in the league. Also improved is the artificial intelligence in the one-player game setting. Fantasy Stadiums in exotic locales and Fantasy Players are another new option. Updated rosters, schedules, uniforms, and stadiums including the addition of the Houston Texans.

"mobygames.com"

NFL Blitz Pro



Developer	Midway
Publisher	Midway
Release date	(us) October 28, 2003
Genre	Sports
Mode	1-2 (4) Players

7.3

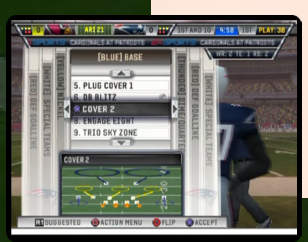
NFL Blitz Pro is the 2003 entry in Midway's arcade football series. Like NHL Hitz Pro however, this entry moves away from its arcade roots toward more of a simulation style, while still retaining some arcade flavor in that there are no penalties or injuries and players can "catch on fire". The main changes to the predecessors are full 11-on-11 teams, standard 10 yard downs and more support for running plays.

Game modes include Quick Play and Exhibition, a full Season, a 10-season Franchise and 4- or 8-player tournaments. There also is a create-a-player feature. While there are no hot routes and audibles are limited to a pre-determined set of four, the Impact Player feature allows control of one specific player who can make last-minute adjustments. The game also includes an online mode for multiplayer games and roster updates.

The game has many special features unlockable through the Blitz Shop. Credits for the shop are earned by performing feats in non-franchise games.

NFL Head Coach

6.6



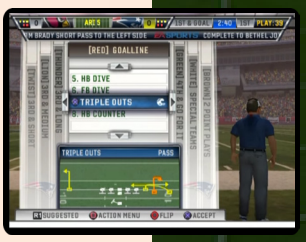
Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) June 20, 2006
Genre	Sports
Mode	1 (-2) Player(s)

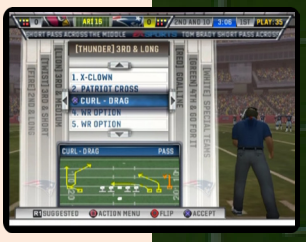
NFL Head Coach allows the player to control an NFL team and become the greatest coach in NFL history. It features then-Pittsburgh Steelers head coach Bill Cowher on the cover.

The concept behind the game puts the player in the position of a head coach for a National Football League franchise, similar to FIFA Manager where the player takes control of the head coach of a football team. The player will make roster moves, create playbooks, and hire and fire assistant coaches. Success is measured by wins, playoff success, how well the player does in the NFL Draft, and the careers of assistant coaches. The game also has ESPN integration, such as Mel Kiper, Jr. hosting the NFL Draft, Trey Wingo for the game's first few cutscenes and one cutscene featuring the now-deceased Steve Sabol.

The game consists of the usual 32 teams with their usual stadiums. Unlike NFL Head Coach 09, however, Aloha Stadium is not in NFL Head Coach.

The game received positive reviews. IGN gave the game a 7.2/10, praising the NFL Films score, though commenting about the Madden engine being *"not as pretty as other football games"*. On the contrary, GameSpot praised the engine, though criticizing the multiplayer; GameSpot also graded the game as 7.2/10. CNET scored the game 3.5/5 stars, also praising the NFL Films score, though commenting that the on-field action is blander than usual due to the lack of in-game announcers, along with some occasions when players are negatively motivated after positive motivation.



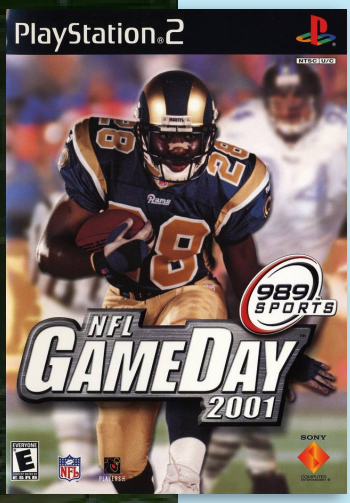


NFL GameDay series

NFL GameDay is a series of American football games for both the PlayStation and PlayStation 2. NFL GameDay directly competed with EA Sports' Madden NFL Football and Sega's NFL 2K franchises. The NFL GameDay series began with NFL GameDay released for the 1995-96 NFL season and ended with NFL GameDay 2005 following EA's acquisition of exclusive NFL licensing. The games were designed by 989 Sports throughout their ten-year duration.

NFL GameDay 2001

5.1



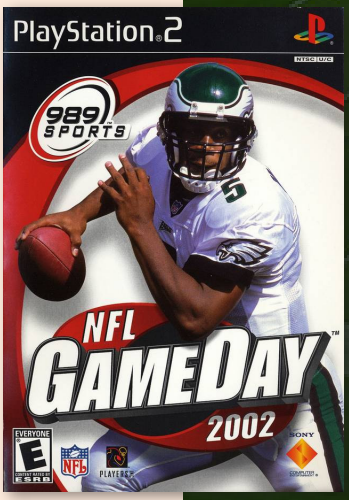
Developer	SCEA
Publisher	SCEA
Release date	(us) November 13, 2000
Genre	Sports
Mode	1-2 (8) Players

NFL GameDay 2001 was the first to be released on the PS2. New to the series is the commentary by Dick Enberg and Phil Simms. Another feature is total-control passing and running. Total-control passing lets players lead, overthrow, and underthrow their receivers so that they can throw more completions and prevent defenders from intercepting their passes. The play editor has been improved making it easier to make new patterns for the receivers and running backs. The general manager mode has also been changed, mostly to help players with the draft so they can easily see what areas of their team need improvement.

NFL GameDay 2002

5.1

Developer	Red Zone Entertainment
Publisher	SCEA
Release date	(us) December 3, 2001
Genre	Sports
Mode	1-2 (8) Players

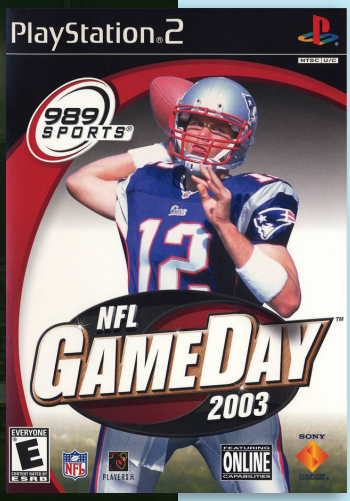


NFL GameDay 2002 was released on the PlayStation and PS2, both by 989 Sports.

There are four primary modes of play, including season, arcade, franchise, and exhibition. The franchise mode keeps track of full individual player and team statistics over multiple seasons. Players will be drafted, improve throughout the course of their career, and retire into the game's hall of fame. Season mode allows players to compete for one individual season, while exhibition mode allows for a single game to be played.

NFL GameDay 2003

6.0



Developer	989 Sports
Publisher	SCEA
Release date	(us) August 12, 2002
Genre	Sports
Mode	1-2 (8) Players

NFL GameDay 2003 is the eighth game in the series. It was on the PlayStation and PS2, both by 989 Sports. On the cover is Tom Brady.

The game feature a tournament mode where they can select up to 16 teams. There's also a regular season mode, similar to the franchise mode, except it lacks the off-season part.

A new feature for the series was the online play support. Players could view their online stats, and see who the best players are online to challenge.

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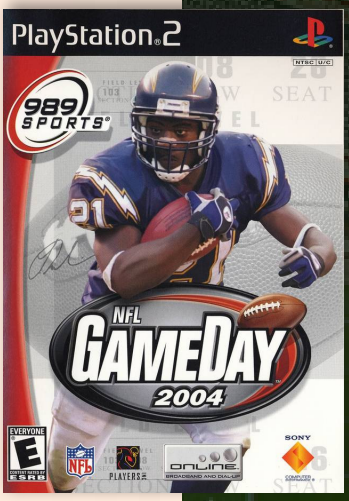
NFL GameDay 2004

6.5

Developer	989 Sports
Publisher	SCEA
Release date	(us) August 27, 2003
Genre	Sports
Mode	1-2 (8) Players



The 2004 edition has several new features that include tournaments, built-in message boards, virtual e-mail, and a voice recognition option.

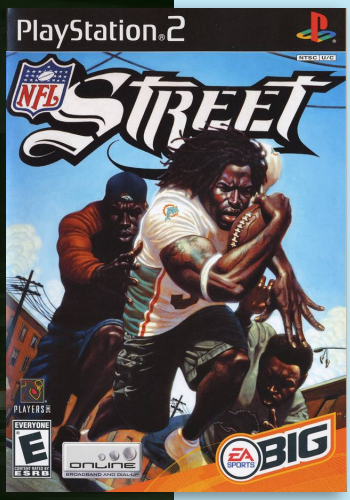
NFL GameDay 2004 also showcases the standards in mode selection. There are preseason, season, general manager, tournament, practice, and franchise management options. The general manager mode functions as the game's franchise mode in which players can take a team through numerous seasons in hopes of winning a Super Bowl, or, building a dynasty. The general manager mode lets players perform actions like trading players, signing free agents, drafting new players, managing playbooks, and viewing statistics to get a glimpse at the top players.

Also featured is online play. There are message boards where players could talk with other players and also e-mail other players by using their online nickname, and 989 Sports could also give them feedback on the game. The online mode also offers tournaments as well as stat tracking.

The commentary team is headed up by Dick Enberg and Dan Fouts.

NFL Street

8.0



Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) January 13, 2004
Genre	Sports
Mode	1-2 (4) Players

Similar to the Blitz series, NFL Street is seven-on-seven American football, modeled roughly after its informal variant, street football. NFL Players in the game wear street clothing instead of helmets and uniforms (although the players can wear football jerseys). Like other American Football games, NFL Street has basic football rules, but the gameplay has no fouls and low penalty, naturally leading to much more aggressive gameplay than its real-life model. However, to maintain the "IronMan" status, there are no injuries in the game.

One important feature in the game is "style points", which the player can earn by successfully completing style moves (which includes making a huge play or taunting the other team during the game). Enough style points will earn the player a "Gamebreaker", which lasts for the entire drive. The Gamebreaker concept was taken from NBA Street.

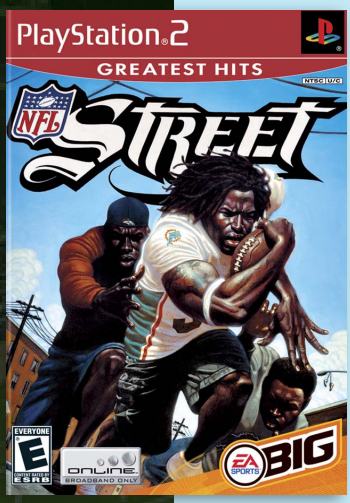
An offensive Gamebreaker allows the player to plow through defenders and easily score a touchdown. On defense, it allows the player to easily get through their opponents blockers, cause fumbles, and possibly create a turnover. While difficult, it is possible to cancel a Gamebreaker by stopping the opponent from scoring.

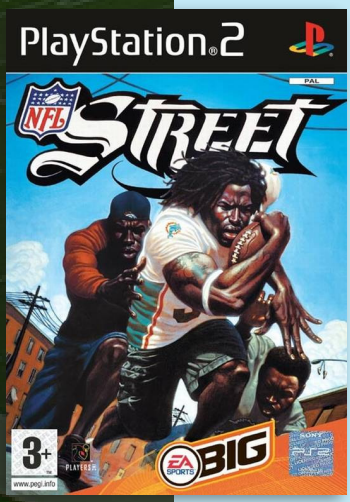
Additionally a Gamebreaker may be canceled if the player activates his while his opponent's is already activated. In this situation, both Gamebreakers are canceled. It is also possible to stop a defensive gamebreaker by running out of bounds.

By July 2006, the PS2 version of NFL Street had sold 950,000 copies and earned $37 million in the United States. Next Generation ranked it as the 58th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined console sales of NFL Street games released in the 2000s reached 2 million units in the United States by July 2006.

NFL Street received "favorable" reviews on all platforms according to Metacritic.

Greatest Hits (us)





NFL Street 2

7.7

Developer	EA Tiburon
Publisher	EA Sports Big
Release date	(us) December 22, 2004
Genre	Sports
Mode	1-2 (4) Players

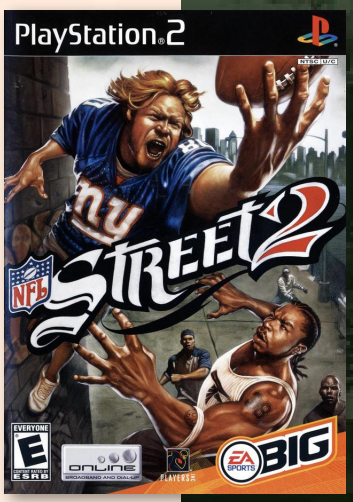
NFL Street was originally released for the PS2, GameCube and Xbox. The game is compatible with Madden NFL 06, as players can import their Own The City players to it. The game's compatibility also extends to other EA games like Need for Speed: Underground 2, SSX 3, Madden NFL 2005, NCAA Football 2005, NFL Street, GoldenEye: Rogue Agent, NBA Live 2005, and NBA Street Vol. 2, where if players have these games on their memory cards, they can earn 25,000 points in the game.

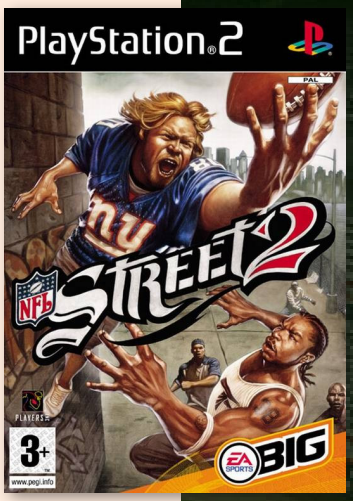
One of the new features in NFL Street 2 is the addition of the Gamebreaker 2. The player first has to acquire 100,000 style points to unlock a gamebreaker and then without using their gamebreaker, acquire the same amount of style points again. When called at the line of scrimmage, A cutscene occurs in which on defense, the defense stylishly gets the ball back while on offense, the offense stylishly gets over the line of scrimmage. After the cutscene, the player enters a "god mode" in which he has unlimited turbo and will break all of his tackles.

The game also features Running Moves. Some of the running moves are the juke, the spin, the wall move, the wall juke, the stiff arm and the hurdle. These moves give the player style points.

Own The City mode is a new mode for NFL Street 2, the player must create a character and win all of the street games in Bay City. The player must play pick-up games to recruit talent for a team. The pick-up games are made up of randomly generated players. As the game progresses, the player will need to find better talent. If the player is successful they will face Xzibit and his team of NFL stars; upon beating his team, the player is invited to a tournament featuring NFL players.

NFL Challenge is the official mode of the NFL Street series. The player must build up a team in 150 days to face the NFL Stars by completing challenges, such as scoring 250,000 style points on the Dallas Cowboys. Winning the challenges gives the player development points to spend on the players but also at the expense of days.





NFL Street 3

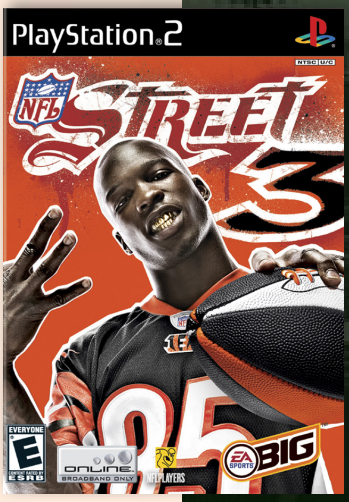
7.0

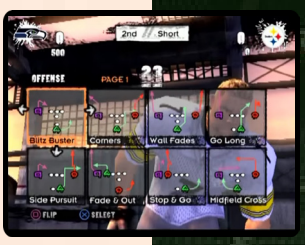
Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) November 14, 2006
Genre	Sports
Mode	1-2 (4) Players

This installment featured more game modes and unlockable features than previous versions. Chad Johnson of the Cincinnati Bengals appears on the cover and was the official spokesperson of the game.

The different modes include elimination, attack mode and possession-based limits. The game is very offensive minded. Other modes are exhibition, quick game, and four-on-four and open-field showdown. Visually the game includes various animations, taunts, and many touchdown poses.

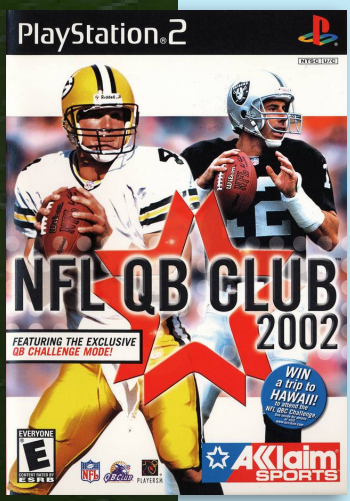
The game was a winner for Best Alternative Sports Game of 2006 for PS2 from IGN.





N P

NFL Quarterback Club 2002



Developer	Acclaim
Publisher	Acclaim
Release date	(us) September 5, 2001
Genre	Sports
Mode	1-2 (4) Players

This is the eighth installment of the Quarterback Club series. This edition features all of the teams and players of the current NFL ranks and allows the player to unlock legendary passers such as John Elway, Dan Marino, and Steve Young. Kevin Harlan and Bill Maas provide commentary.

The game features a total of four primary modes of play: season, exhibition, playoffs, and pro bowl. Also featured in QB Club 2002 is the quarterback challenge mode, which allows the player to take favorite NFL quarterbacks through a competition focusing on four different skill sets: speed and mobility, accuracy throw, read and recognition, and long distance throw.

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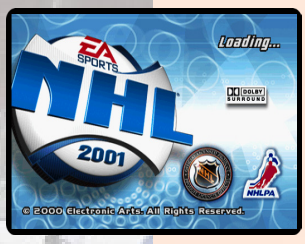
NHL series

NHL is a series of professional ice hockey simulation games developed by EA Canada and published yearly by Electronic Arts under the EA Sports brand. The game is developed under license from the National Hockey League, which enables the use of the league's team names, stadiums and colors in the game, and the National Hockey League Players' Association, which enables the use of the League's player names and likenesses.

NHL 2001

8.5



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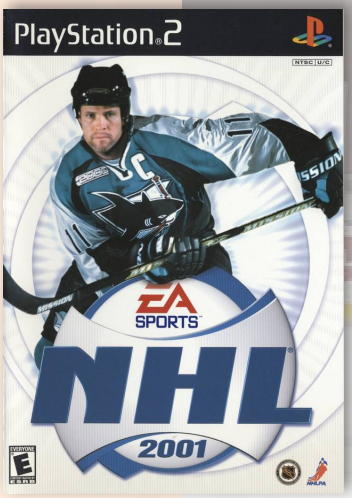
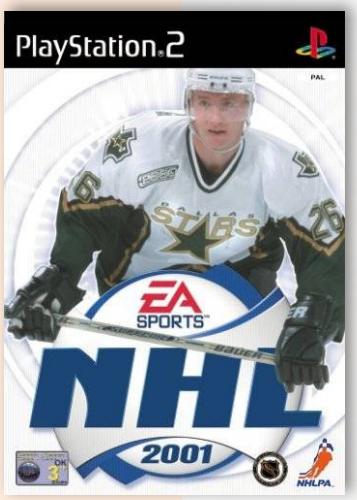
Developer	EA Sports
Publisher	EA Sports, (eu) Electronic Arts
Release date	(us) October 25, 2000
Genre	Sports
Mode	1-2 (8) Players

NHL 2001 is the successor to NHL 2000. Add-on Elitserien was released on March 8, 2001, that added Swedish and Finnish hockey leagues and teams to the game. It is the tenth installment of the NHL series, the final to be released on Playstation, and the first to be released on PS2.

Jim Hughson remains as play-by-play announcer in the game, with Bill Clement joining as an analyst for a second time, debuting in the previous edition, NHL 2000. This is also the first NHL game to include Latvia and Ukraine to the 18 national teams first featured in NHL 98 (only available in the PC and PS2 versions). There is also a new feature called the Momentum Bar, which goes to the team who has scored goals, done big hits, etc.

The PC version received "universal acclaim", while the PlayStation and PS2 versions received "generally favorable reviews", according to Metacritic.

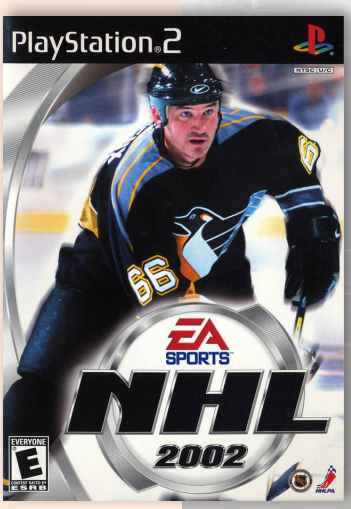


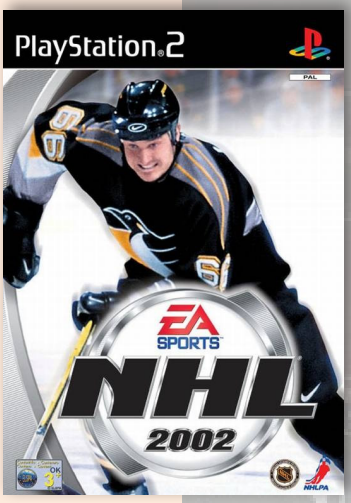


9.2

NHL 2002

Developer	EA Sports
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) September 24, 2001
Genre	Sports
Mode	1-2 (8) Players





NHL 2002 was the first installment of the NHL series to be released on Xbox. The game includes all the professional NHL teams, as well as the International teams, such as Team Canada and U.S.A. Every stadium is included, and so is every player.

New features over previous years includes the "Breakaway Cam", which causes the game to slow down, turn blue, and go into letterbox mode when players are one on one with the goalie, and "EA GameStory", which tracks the progress and rewards players for outstanding performance.

NHL 2002 is the first in the series to include NHL Cards, which is the equiviliant of Madden's NFL Cards. By performing special moves, such as scoring within the first 30 seconds or winning 10 face-offs, players get points, which they can then use to buy cards.

NHL 2002 has several game modes, including Season, Quick Play, Shootout, and Exhibition. It also has a "Create-A-Skater" mode.

Bill Clement is replaced by Don Taylor for NHL 2002. Taylor's quirky and often slapstick commentary style drew mixed reception from fans of the game.

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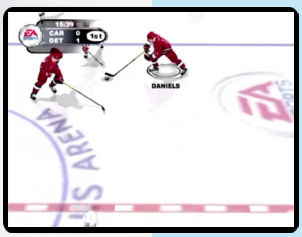
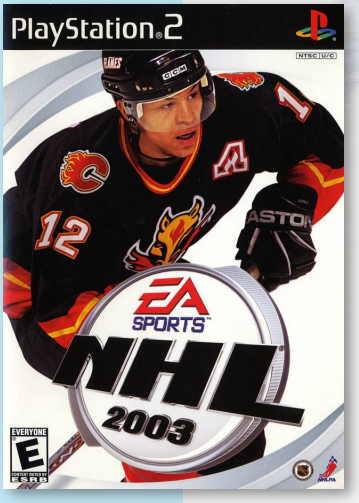
7.9

NHL 2003



Developer	EA Sports
Publisher	Electronic Arts
Release date	(us) September 30, 2002
Genre	Sports
Mode	1-2 (8) Players



NHL 2003 introduced a new feature: the Game-Breaker. It is activated once a player performs enough "dekes" and it is used to help change the momentum of the game, such as scoring a big goal, delivering a big hit or winning a big fight.

The commentary in NHL 2003 is voiced by Jim Hughson and Don Taylor. Hughson has been the NHL series announcer since NHL '97, while Taylor first appeared in the previous year's version.

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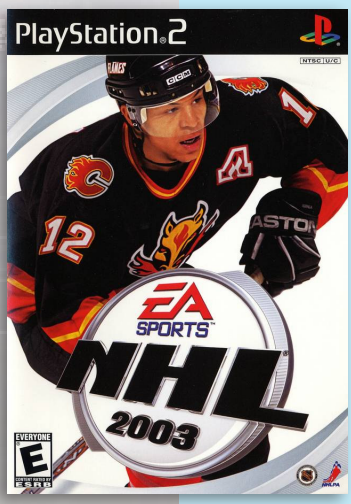
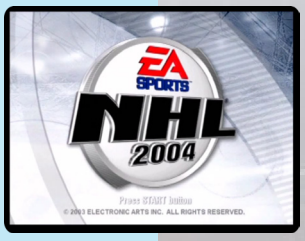
NHL 2004

8.5



Developer	EA Sports
Publisher	EA Sports
Release date	(us) September 22, 2003
Genre	Sports
Mode	1-2 (8) Players

NHL 2004 included many improvements to its gameplay (more realistic puck and rebound control and better checking) and game modes (a completely reworked franchise mode renamed "Dynasty"). In addition to the gameplay improvements, one particular non-gameplay improvement was added. When a team wins the Stanley Cup Finals, a large-scale celebration ensues. It included players skating around the ice holding the Cup over their heads. This then led to the common snapshot of the team and the coaches that holds true in the NHL. 7\32hkl\nb98 Uhb
The game also adds three European Elite Leagues: Germany's Deutsche Eishockey Liga (DEL), Sweden's Elitserien (SEL), and Finland's SM-liiga. Because of these additions, it was praised as one of the best games in the series to date.



N P

NHL 2005

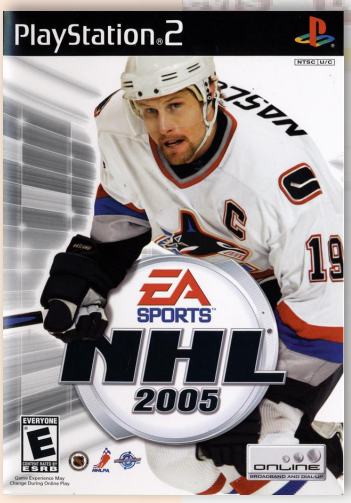
7.5

N P

Developer	EA Sports
Publisher	EA Sports
Release date	(us) September 20, 2004
Genre	Sports
Mode	1-2 (8) Players

NHL 2005 features Open Ice Control, including moving players without the puck and also a complete World Cup mode where each team can be created from scratch. The user was now allowed to import digitized home arenas for the scratch-built teams. Additional NHL jerseys and logos were also available including those of the defunct Atlanta Flames, Winnipeg Jets, Colorado Rockies, Quebec Nordiques as well as the old style Los Angeles Kings, Washington Capitals and Vancouver Canucks uniforms of the 1970s and the 1980s.

The IIHF license which granted the World Cup mode also allowed EA to use real-life international jerseys for the only time (previously released games used unique jerseys designed by the game's staff which only bore a passing similarity to their real life counterparts.



NHL 06

7.8

J N P

Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 6, 2005
Genre	Sports
Mode	1-2 (8) Players

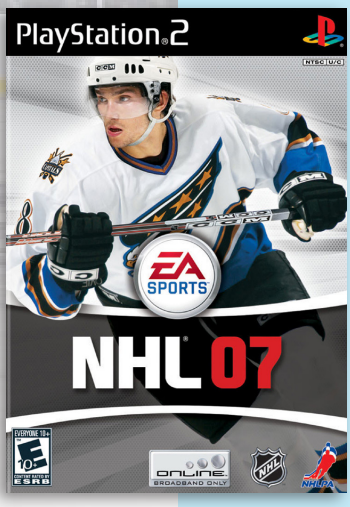
NHL 06 includes new rules and updated rosters, season schedules feature, and many new features.

Deking is now performed using the left analog stick, with swift signature moves of star players that confuse opponents and reward skill. The same stick is used to increase the accuracy when shooting. To add to the individual qualities, statistics such as speed and size are now reflected during gameplay in the players' momentum and turning radius

With the introduction of "Realistic Puck Momentum" dynamics, there is more randomness with the puck, as a shot off the mask can now stun goalies.

All the regular game modes are present, of which the Dynasty Mode is the most complete.

NHL 07



Developer	EA Sports
Publisher	EA Sports
Release date	(us) September 12, 2006
Genre	Sports
Mode	1-2 (8) Players

NHL 07 improved the series' gameplay with more realistic features, such as stickhandling and a wider variety of controller schemes. As NHL 07 was released on the Xbox 360, this is the first game in the NHL series to be released on a seventh generation console.

NHL 07 features 4 European leagues - Germany's Deutsche Eishockey Liga, Sweden's Elitserien, Finland's SM-liiga, and the Czech Republic's Tipsport Extraliga. Commentary is provided by Jim Hughson and Craig Simpson.

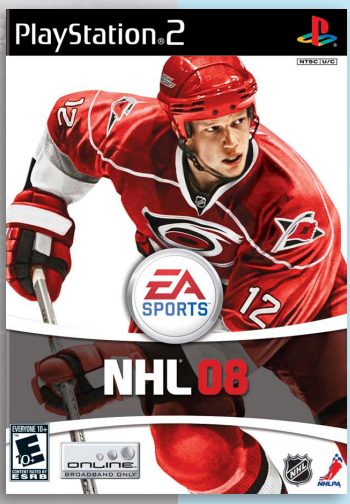
The game received "generally favorable reviews" on all platforms except the PC version, which received "average" reviews, according to Metacritic. NHL 07 received an 8.7 out of 10 from IGN, praising the new still stick and improved puck physics system.

7.6

N P

NHL 08

7.0



Developer	EA Canada
Publisher	EA Sports, (us) Electronic Arts
Release date	(us) September 11, 2007
Genre	Sports
Mode	1-2 (8) Players

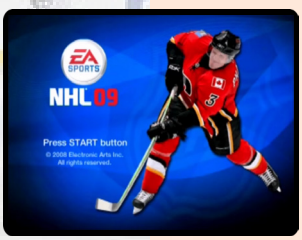
NHL 08 features a new and improved "Skill Stick System," which EA said would allow gamers to more easily control the puck. NHL 08 also includes "Goalie Mode," where players could control their team's goalie with a new third-person camera. Another new feature is the ability to create custom plays, where players can take part in creating custom plays in practice mode.

'Dynasty Mode' allows users to create a dream team and play through to the Stanley Cup. The game features the-then 29 teams of the AHL. Players can develop talent through the AHL, and then call up their prospects to play in the NHL. Every AHL team is fully playable. Sweden's Elitserien and Finland's SM-liiga are included on the Xbox 360 and PlayStation 3. However, the Deutsche Eishockey Liga and Slovak Extraliga are only to be found on the PC and PlayStation 2 versions.

N P

NHL 09

7.6



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Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 4, 2008
Genre	Sports
Mode	1-2 (8) Players

NHL 09 is the 17th video game in the NHL series. It was the last installment of the NHL series to be released on PS2 and the last to get a PC release.

The game refreshes all of the existing NHL and international team rosters and schedules and adds the Russian Elite League and sees the the addition of the "Be A Pro"-mode in which players create a new player and only control him on the field.

The defensive stick control has also been revamped and now allows for example to prevent direct passes. And it's possible to control both puck and stick with one hand in the offensive, allowing the player to better outplay the goalie. It is also possible to switch to the control scheme from NHL '94 which only needs a few buttons and one analog stick to be successful.

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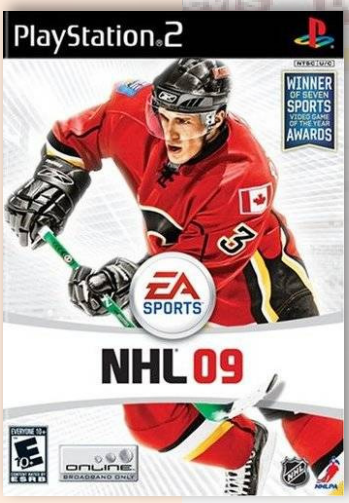
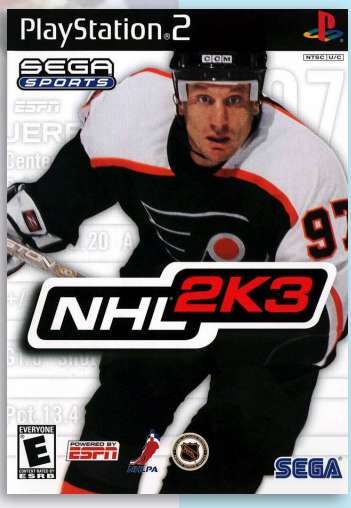


NHL 2K series

NHL 2K is a series of hockey games by 2K Sports for the Dreamcast, PS2, GameCube, Xbox, iPhone, Xbox 360, PS3, and the Wii. Initially discontinued after the release of NHL 2K11 in 2010, the brand was revived on mobile devices in 2014. The games are officially licensed from the National Hockey League and NHL Players Association. While its games were released on consoles, its main competition was EA Sports' NHL games.

The NHL 2K series first appeared on the Dreamcast on February 7, 2000 as part of an exclusive lineup of SEGA Sports titles. Its success led to it becoming one of the few Sega All Stars titles. A year later the developers did not release NHL 2K1, and instead opted to take a break to focus on the follow-up, NHL 2K2. NHL 2K2 was the last game released in all of North America for the Sega Dreamcast when the system was discontinued.

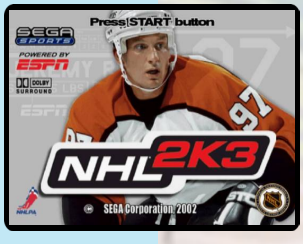
NHL 2K3



Developer	Treyarch
Publisher	Sega, (eu) Atari
Release date	(us) November 10, 2002
Genre	Sports
Mode	1-2 (8) Players

8.9

NHL 2K3 was released on the Xbox, PS2, and GameCube. It was the first in the series to feature a franchise mode, and the Xbox version was the first online console hockey game. It had many improvements over its predecessor, although players complained that goalies were too hard to score on. It addressed some issues like scoring, and presentation, and was acknowledged as an exceptional sports title. Because Sega had signed a deal with Take-Two Interactive in which Global Star Software (Take-Two's low-price unit) distributed and co-published all titles in Sega's ESPN franchise, ESPN NHL 2K5 was priced at $19.99 the day it shipped—versus the typical new-release price of $49.99. This earned it a wide audience among more casual hockey fans on the OS2 and Xbox. However, EA soon signed an agreement with ESPN to become the sole licensee of ESPN's brand in sports games on all platforms.



N P

NHL 2K6

8.1

Developer	2K Sports
Publisher	2K Sports
Release date	(us) September 7, 2005
Genre	Sports
Mode	1-2 (8) Players

NHL 2K6 was released on the Xbox, PlayStation 2, and Xbox 360 consoles. It features goaltender Marty Turco on the cover of games sold in the United States, and forward Mats Sundin on the cover of games sold in Canada and Europe.

The game brings all the features from the previous year's game, ESPN NHL 2K5, along with others. It features a new "crease control" system, which allows players to control the player's team's goalie and make critical saves. Also, it implements the new NHL shootout system as the default.

The game is also the first ice hockey simulation to be made for the Xbox 360. It was priced at $19.99 for the Xbox and PlayStation 2 and $59.99 for the Xbox 360.

N P

NHL 2K7

7.3

N P

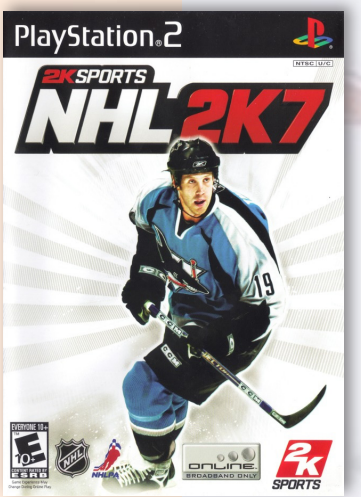
Developer	Kush Games
Publisher	2K Sports
Release date	(us) October 2, 2006
Genre	Sports
Mode	1-2 (10) Players

NHL 2K7 was published on the PS3, PS2, Xbox, and Xbox 360. It features San Jose Sharks centre Joe Thornton on its cover. Bob Cole and Harry Neale return from NHL 2K6 to provide commentary. David Vyborny appeared on the cover of the PS2 version in the Czech Republic.

New features in the game include improved animations that are mainly geared towards skating. 2K7 also includes a new gameplay setting called "Cinemotion". This feature uses close up camera angles as well as dramatic music to capture the intensity of the game.

The game was also the first ice hockey simulation to be made for the PlayStation 3.

The game received "generally favorable reviews" on all platforms except the PlayStation 2 version, which received "average" reviews, according to Metacritic.



NHL 2K8

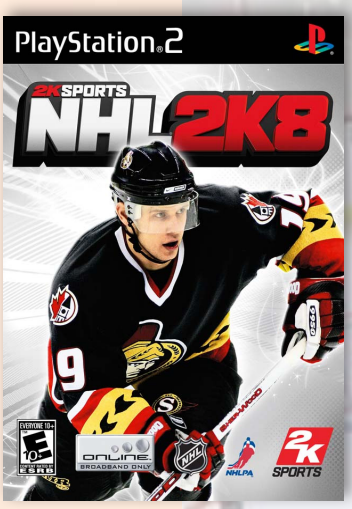
6.7

Developer	Kush Games
Publisher	Take-Two Interactive, (au) 2K Sports
Release date	(us) September 10, 2007
Genre	Sports
Mode	1-2 (10) Players

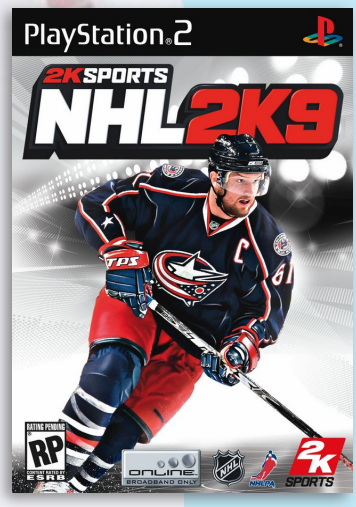
NHL 2K8 was published on the PS3, PS2 and Xbox 360 consoles. It features Ottawa Senators centre Jason Spezza on its cover. Bob Cole and Harry Neale return from NHL 2K6 and NHL 2K7 to provide commentary.

New features in the game include an all-new faceoff system, an all-new ProStick system involving the right skill stick to deke, take faceoffs and puck handle, and an all-new system called Superstar Combo moves, which mimics real-life dekes and fakes by actual NHL players to use in the game with the push of a button. Also, the game included an all-new goaltending system, with all-new graphics and movement.

NHL 2K8 introduced the new Reebok Edge jerseys through the use of a code found on the 2K Sports website.



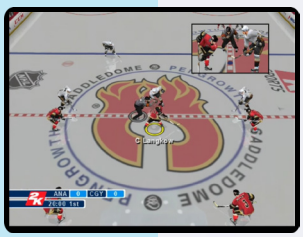
NHL 2K9



Developer	Visual Concepts
Publisher	Take-Two Interactive, (jp) Spike
Release date	(us) September 8, 2008
Genre	Sports
Mode	1-2 (8) Players

NHL 2K9 is built on the same engine that many of the previous 2K hockey games used, and features include Season, Franchise, 2-on-2 Mini Rink, 4-on-4 Pond Hockey, and Shootout modes. Season Mode allows players to take basic control over an NHL team and guide them through an entire 82-game schedule, as well as the playoffs. Franchise is like Season Mode, but much deeper. In it, players guide a team through multiple seasons of hockey, and have control of options like drafting, contract signings, free agency, and hiring staff. The 2-on-2 and 4-on4 modes allow two players to hand-pick a team of players (3 or 5, depending on the mode) and face off in a wide-open, arcade-style hockey game. Aside from game play modes, players also have the option of creating their own player or their own team from scratch, as well as modifying the existing roster (ie make trades, edit line combination) to their taste.

6.7



NHL 2K10

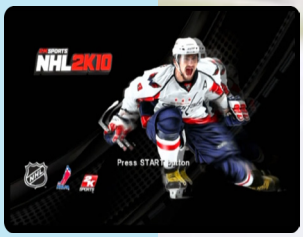
6.0

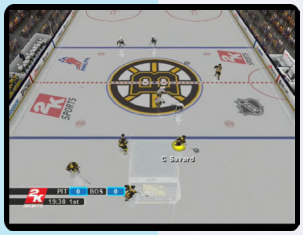
Developer	Take-Two Interactive
Publisher	Take-Two Interactive
Release date	(us) September 15, 2009
Genre	Sports
Mode	1-2 (10) Players

NHL 2K10 was released for Wii, Xbox 360, PS3, and PS2. Randy Hahn and Drew Remenda provide commentary as they did for NHL 2K9. NHL 2K10 was the final 2K Sports ice hockey game released for the PS3, PS2 and Xbox 360, as NHL 2K11 was released only for the iPhone & Wii.

New features include improved graphics/presentation; which includes new player models, player faces and all new intros unique for all 30 teams in the league.

There is also a revamped franchise mode; which includes new GM Personalities, Roster Management, League Records, Team States, and support for fantasy drafts and created teams.

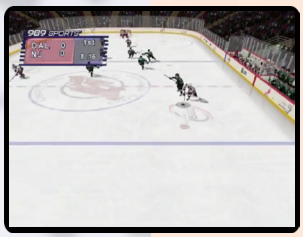




N

NHL FaceOff 2001

5.7



N

Developer	989 Sports
Publisher	SCEA
Release date	(us) February 5, 2001
Genre	Sports
Mode	1-2 (8) Players

NHL FaceOff 2001 allows players to compete against legendary players including Gordie Howe, Bobby Hull, Phil Esposito, and Marcel Dionne. New Jersey Devils announcers Mike Emrick and Darren Pang call the games.

There is an exhibition mode for up to eight players with the Multitap, a season mode for multiple players, playoff mode, tournament mode, a practice option, and shoot-out mode, that helps to sharpen your breakaway and deke moves.

Also new in this version are the updated rosters of all NHL teams including expansion teams Columbus BlueJackets and Minnesota Wild.

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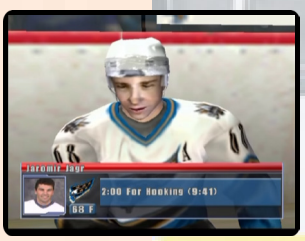
NHL FaceOff 2003

5.5

Developer	989 Sports
Publisher	SCEA
Release date	(us) November 5, 2002
Genre	Sports
Mode	1-2 (8) Players

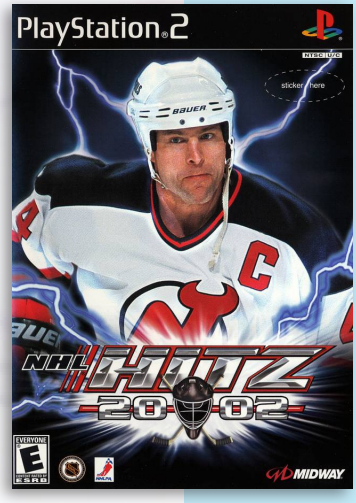


NHL FaceOff 2003 features then-Colorado Avalanche defenceman Rob Blake on its cover. Mike Emrick and Darren Pang return from the game's predecessor, NHL FaceOff 2001, to provide commentary.

New features in this installment of the NHL FaceOff series include a Career Mode, in which players control the General Manager of their favourite hockey team, doing managerial duties such as signing players, making trades and drafting. It also introduces a fully revamped game engine with over 700 new animations, as well as redesigned player and arena models.

The game was also the first "FaceOff" to be made exclusively for the PlayStation 2, as well as the first one without a version for the original PlayStation.

NHL Hitz 20-02



Developer	EA Black Box
Publisher	Midway
Release date	(us) September 24, 2001
Genre	Sports
Mode	1-2 (6) Players

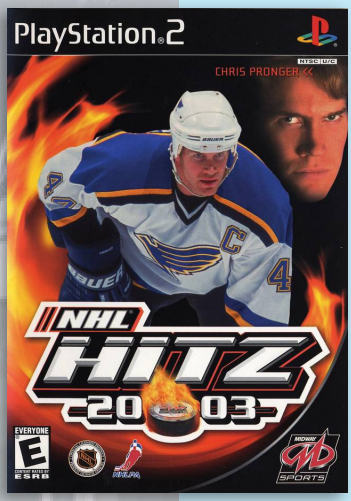
7.8

NHL Hitz 2002 is the first game of the NHL Hitz series. Midway launched this game along with NFL Blitz. This was a launch title for the GameCube and was also released on Xbox and PS2. It differs from traditional NHL games in that it does not try to accurately simulate real-life ice hockey. The rules are much more relaxed and the attributes of players dramatically increased, giving the game its arcade feel.

The game features three players on the ice for each team, with an additional 3 players on each teams' bench. Line changes could be done in between periods. Fights were included in the game, but the rules of such greatly differed from NHL rules. Since there are only 6 players per team, after one team loses 3 fights, no additional fights are allowed. Hits are encouraged rather than penalized, with players able to knock over other players to temporarily remove them from play.

NHL Hitz 2003

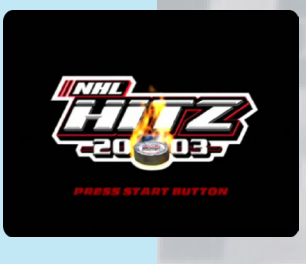
8.2



Developer	Midway
Publisher	Midway
Release date	(us) September 16, 2002
Genre	Sports
Mode	1-2 (6) Players

This game uses the same three-on-three style that debuted in Hitz 2002. The 2003 installment has larger rinks, bigger crowds, a referee, and animated coaches. All 30 NHL teams are represented with motion-capture animation, and players can build their own players with the Create-Player option. The game's Season mode now allows for trades, stat tracking, and player awards.

Up to four players can play each other in exhibition mode. Season mode puts players into a standard NHL schedule, but they can change to a shorter season if they want. There is also a small number of hockey-related mini-games. Franchise mode is where players pick and name their team, name their players, and play against other teams to earn experience points. These points can be used to upgrade the players in categories such as toughness, speed, passing, and agility.



N P

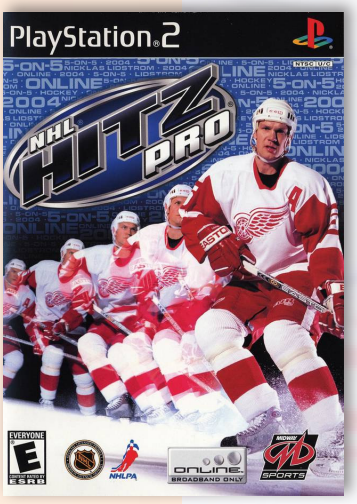
NHL Hitz Pro

7.9

N P

Developer	Next Level Games
Publisher	Midway
Release date	(us) September 25, 2003
Genre	Sports
Mode	1-2 (8) Players

For the 2004 sports season, Midway introduced a directive to move their sports titles away from over-the-top arcade-style gameplay, and introduce a more sim-like approach to sports. For NHL Hitz Pro, this meant moving away from 3-on-3 hockey to 5-on-5 hockey gameplay to make the game more authentic for the demands of the sim hockey player. While NHL Hitz Pro still maintains many of the arcade-style elements that were a signature feature of the Hitz series such as checks over the boards and hits through glass, the gameplay has been tuned to provide an experience that is accurate to the sport of hockey. That being said, the player has extensive options for tuning the gameplay for either a fast-paced arcade experience, or a slower, more sim-like style of play.



Need for Speed series

Need for Speed (NFS) is a racing game franchise published by Electronic Arts and, as of 2019, developed by Ghost Games. The series centers around illicit street racing and in general tasks players to complete various types of races while evading the local law enforcement in police pursuits.

The series has been overseen and had games developed by multiple notable teams over the years including EA Black Box and Criterion Games, the developers of Burnout. The franchise has been critically well received and is one of the most successful video game franchises of all time, selling over 150 million copies of games. Due to its strong sales, the franchise has expanded into other forms of media including a film adaptation and licensed Hot Wheels toys.

The Need for Speed series was originally developed by Distinctive Software, a video game studio based in Vancouver, British Columbia, Canada. Prior to Electronic Arts' purchase of the company in 1991, it had created popular racing games such as Stunts and Test Drive II: The Duel. After the purchase, the company was renamed Electronic Arts (EA) Canada. The company capitalized on its experience in the domain by developing the Need for Speed series in late 1992. EA Canada continued to develop and expand the Need for Speed franchise up to 2002, when another Vancouver-based gaming company, named Black Box Games, was contracted to continue the series with Need for Speed: Hot Pursuit 2. EA Black Box has been the primary series developer on a yearly cycle from 2002-08. In 2009, EA brought in Slightly Mad Studios, due to sagging sales, and they released Need for Speed: Shift, and EA's own UK-based company Criterion Games came with Hot Pursuit in 2010. In 2011, Slightly Mad Studios released a sequel to Shift, Shift 2: Unleashed and EA Black Box released Need for Speed: The Run.

In 2010, EA introduced a social platform, titled Autolog, for Need for Speed: Hot Pursuit and future games in the series. Autolog provides social features for Need for Speed games via a mobile app and website; it allows players to track game progress, view leaderboards, share screenshots with friends, and more.

At E3 2012, Criterion Games vice president Alex Ward announced that random developers would no longer be developing NFS titles. Ward wouldn't confirm that all Need for Speed games in the future would be developed entirely by Criterion, but he did say the studio would have "strong involvement" in them and would have control over which NFS titles would be released in the future.

In August 2013, following the downsizing of Criterion Games, it was announced that Swedish developer Ghost Games would gain control of the Need for Speed racing franchise and oversee future development of the main series. At the time, 80% of Ghost Games' work force consisted of former Criterion Games employees.

Need for Speed: Hot Pursuit 2

8.9

Developer	EA Black Box
Publisher	Electronic Arts
Release date	(us) October 1, 2002
Genre	Racing
Mode	1-2 Players

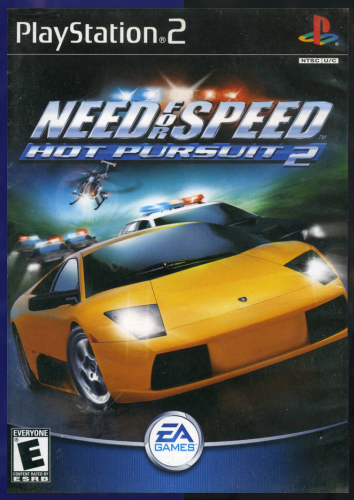
Need for Speed: Hot Pursuit 2 is the sixth installment in the Need for Speed series and the sequel 1998's Need for Speed III: Hot Pursuit. It was the debut NFS title from EA Black Box, and the first NFS for the sixth generation consoles. Different versions of the game were produced for each game platform; the Xbox, GameCube and PC versions were developed in EA Seattle, while the PS2 version was developed by Black Box Games in Vancouver.

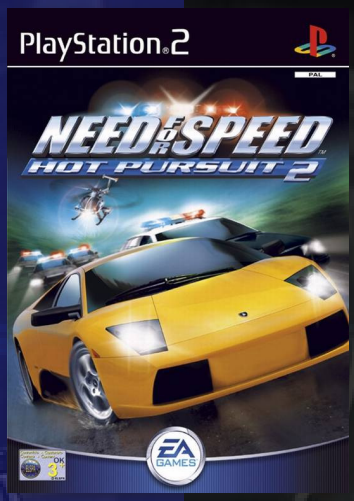
Hot Pursuit 2 draws primarily from the gameplay and style of NFS III; its emphasis on evading the police and over-the-top tracks. Although the game allowed players to play as the police, the pursuit mode was less realistic than preceding versions of NFS; players merely needed to "tap" a speeder to arrest them, as opposed to using simulated police tactics to immobilize a speeding vehicle.

This was the first version since the start of the series not to feature an "in the driving seat" (cockpit) camera view, transitioning EA from realistic racing to arcade street racing. Hot Pursuit 2 was also the first NFS game to use songs sung by licensed artists under the EA Trax label.

The PS2 version for Need for Speed: Hot Pursuit 2 was critically acclaimed, while the PC, GameCube and Xbox versions received mixed to positive reviews. Maxim gave the PS2 version a perfect ten and stated that it *"not only gives you the keys to more than 20 exotic cars, it also gives you the unsurpassed joy of leaving traffic cops in the dust."* Entertainment Weekly gave the game a B+ and stated, *"Killer aerial shots, intense chases, and a rock-infused soundtrack make for a heart-pounding ride."* AllGame also gave the PS2 version a score of four stars out of five and said that it *"offers a[n] impressive amount of arcade-style fun bolstered by the number and variety of courses, challenging Hot Pursuit mode, and excellent lineup of vehicles."*

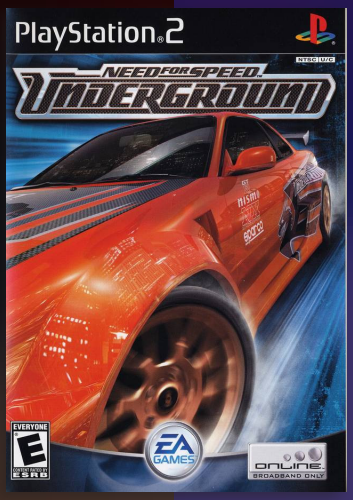
The Xbox, Gamecube & PC ports were given lower scores for being *"made from scratch"*, and ending up inferior to the PS2 version.

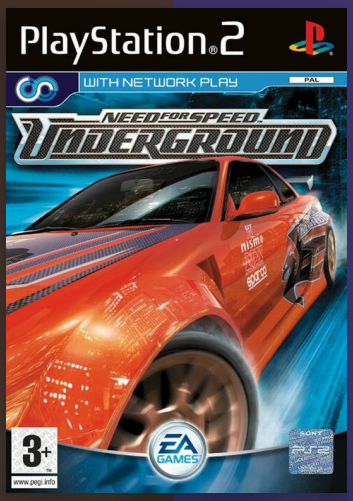


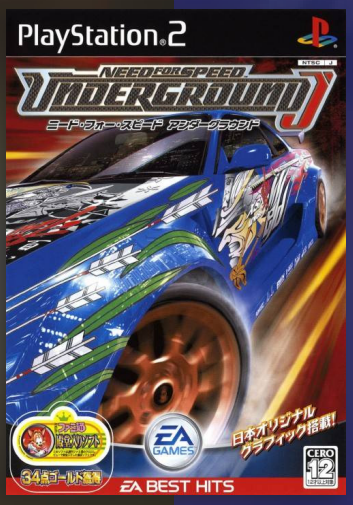


Need for Speed Underground

8.5







JNP

Developer	EA Black Box
Publisher	Electronic Arts
Release date	(us) November 17, 2003
Genre	Racing
Mode	1-2 Players

Need for Speed: Underground was developed by EA Black Box and released on November 17, 2003. This was the first NFS game to require Hardware Transform and Lighting in Graphics Cards. Most of the new elements in Underground became defining marks of later installments in the Need for Speed series.

Underground shifted from semi-professional racing and isolated circuits to the street racing style of other arcade racing series: all circuits became part of a single map, Olympic City, except for drifts. Underground introduced two new play modes (Drag and Drift) and more tuning options than in the earlier High Stakes. Underground was also the first game in the series to feature a story, told via pre-rendered videos.

Underground features tuner cars and has a wide variety of tuning options such as widebody kits, bumpers, spoilers, etc., as well as performance upgrades such as engines and nitrous. City street racing is the primary focus of the game.

There were no police in Underground and Underground 2, which drew criticism as police had been an important part of previous titles.

In the UK, Official UK PlayStation 2 Magazine gave the PS2 version a score of nine out of ten and made much of the illegal nature of the gameplay. They praised the speed, but said that it was, *"at heart, just another driving game with added Hollywood sparkle."* In Japan, Famitsu gave the GameCube and PS2 versions a score of 34 out of 40.

The editors of Computer Gaming World presented Underground with their 2003 "Racing Game of the Year" award. They wrote, *"It may not be a conventional racing title like a NASCAR or F1 title, but no other game will make you feel the Gs at every turn like NSFU does."*

Need for Speed Underground 2

8.2

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 15, 2004
Genre	Racing
Mode	1-2 (4) Players

Need for Speed: Underground 2, was developed by EA Black Box and released on November 15, 2004. A demo of the game was placed as a bonus in copies of the EA/Criterion collaboration Burnout 3: Takedown.

In Underground 2, the story mode continued, but there were new racing modes such as Underground Racing League and Street X, more tuning options, and a new method of selecting races. Also included was an "outrun" mode where a player can challenge random opponents on the road (similar to Tokyo Xtreme Racer). Underground 2 also introduced several SUVs, used to race against other SUVs. The most significant change vs. the original Underground was the introduction of its Open World (free roam) environments, setting the tone for numerous NFS games to come. This was also the publisher's most marketed feature at launch. In addition, the game featured actresses/models Brooke Burke and Kelly Brook as in-game characters to help guide the player through the campaign.

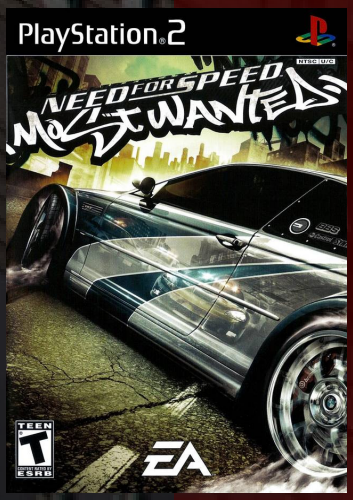
The customization features were significantly expanded on modifications which did not affect vehicle performance. Players were required to customize their car to a certain numerical value in order to be offered DVD and magazine covers, the only way to advance to higher game levels. The game featured more extensive product placement for companies with no connection to auto racing. This game also had extensive customization options in the form of suspension upgrades, nitrous systems, and engine mods.

The game was widely regarded as the one of the best games of the series and is remembered for the quality of the gameplay, the length, the endless customization, the interesting side-missions, the graphics and the addition of "Free Roam". However, some of its elements were criticized as well, such as having to drive excessive amounts to get to specific races, bland voice acting and strong product placement for companies with no connection to auto racing.

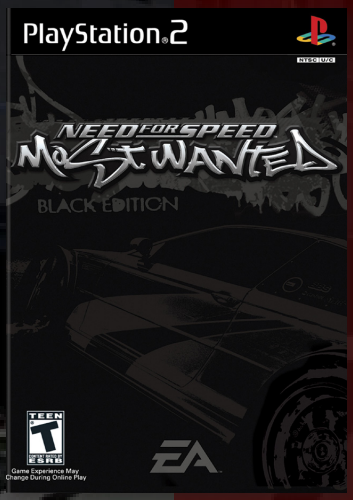
EA Best Hits (jp)

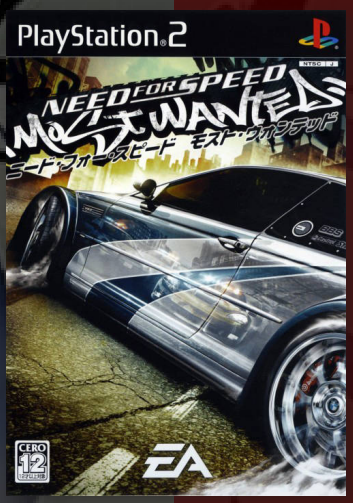
Need for Speed Most Wanted

8.2



Black Edition (us)





Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 15, 2005
Genre	Racing
Mode	1-2 Players

Need for Speed: Most Wanted was one of the first games released for the Xbox 360.

Police chases represent a significant body of the gameplay, and include the free-roaming aspect of Underground 2, but with less extensive vehicle customization features. The story mode is a different style from Underground, with CGI effects mixed with live action. The game featured the Blacklist, a crew consisting of 15 racers that the player must beat one-by-one to unlock parts, cars, tracks, and to complete career mode. The player had to meet certain requirements before they could take on the next Blacklist rival, such as races completed, milestones achieved, bounty earned, etc.

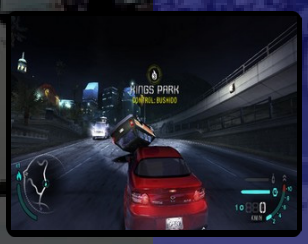
Three distinct regions are offered in the city of Rockport, along with cycling weather. Racing events take place between sunrise and sunset, unlike in the Underground where the events took place at night. A Grand Theft Auto-like Free Roam mode is provided as in Need for Speed: Underground 2, but is still limited to Career mode, as well as pursuit-based events in other modes.

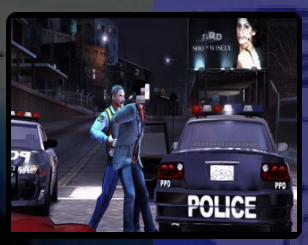
Brand promotion previously seen in Underground 2, is present here as well, with Old Spice, Burger King restaurants, Castrol oil, Axe Unlimited and Edge shaving gel featured. The Cingular logo is still visible in the game's wireless communication system. Performance, body and visual parts that can be bought in the game are also from real life companies. However, Best Buy stores did not return from Underground 2.

Need for Speed: Most Wanted 'Black Edition', a collector's edition of Most Wanted, was released in celebration of the Need for Speed series' 10th anniversary and in conjunction with the release of Most Wanted. The Black Edition features additional races, bonus cars and other additional content. The Black Edition also comes with a special feature DVD that contains interviews and videos about the game. The Black Edition was released for Windows, PS2 and Xbox in the United States and Australia; only the PS2 version of Black Edition was released additionally for Europe.

Need for Speed Carbon

7.4





Developer	EA Canada
Publisher	EA Games
Release date	(us) October 31, 2006
Genre	Racing
Mode	1-2 Players

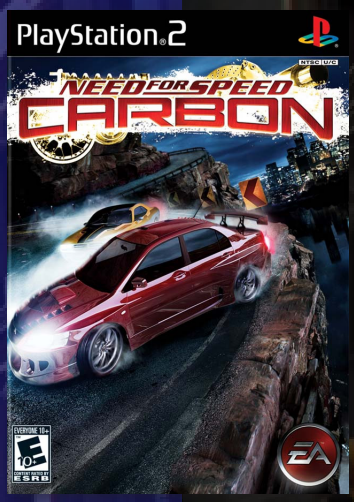
Need for Speed: Carbon was developed by EA Black Box and released on October 31, 2006. It was the first NFS game for the PS3 and the Wii and the last NFS game for the GameCube, the Game Boy Advance, and the Xbox.

NFS: Carbon continued the story from Most Wanted, however, the game has far less emphasis on the police. Carbon saw the return of night-time-only racing, with a selection of cars similar to that of Most Wanted. Carbon introduced a new feature wherein the player is allowed to form a "crew" that aids the player in races. Drift events returned to the series in Carbon.

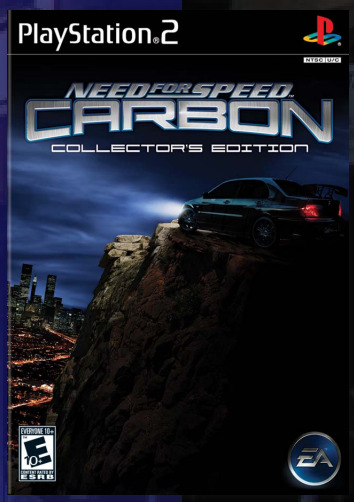
Drag racing was removed from the series, but a new type of race called "Canyon Duel" was added, where the closer the player is to the leader, the more points they accrue. If the player overtakes the leader and remains in front for 10 seconds, they win automatically. Another new feature is "Autosculpt", which allows players to custom-fabricate their own auto parts.

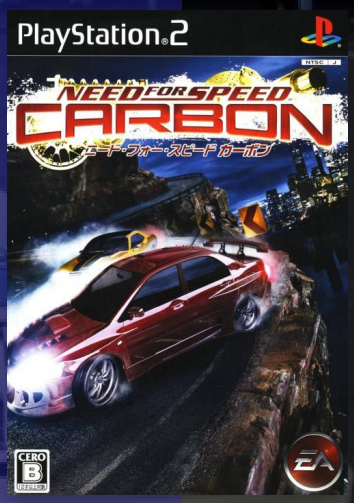
The Need for Speed: Carbon – Collector's Edition features 4 exclusive cars, 10 pre-tuned cars, 6 new races, 3 unique challenge events, 10 unique vinyls and a Bonus DVD showing the making of Carbon and showcasing all the cars used in the game. The Collector's Edition also features alternate box art and a metallic-finish sleeve encasing the case of the game.

Need for Speed: Carbon was met with generally positive reviews. IGN gave the PC version an 8.2 out of 10 citing *"It's not revolutionary, it's not brilliant, but it's good, deep racing,"*. GameSpot gave praise for adding more movie clips, customization and solid gameplay but was critical about frustrating boss battles and under utilizing police chases. Electronic Gaming Monthly gave the game an average score of 8.0. Hyper's Daniel Wilks commends the game for its *"large gameworld"* but criticises it for its *"easy, drift course mechanics suck [and] cutscene 'actors'"*. The Australian video game talk show Good Game gave the game a 5/10.



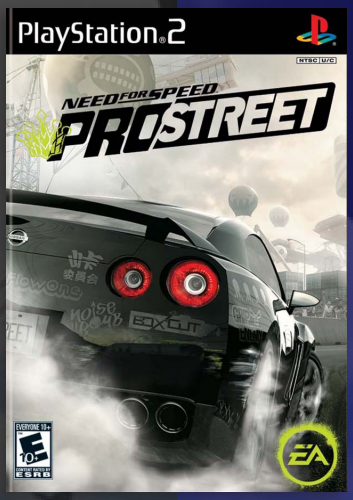
Collector's Edition (us)





Need for Speed ProStreet

6.2



Developer	EA Black Box
Publisher	EA Games, (eu) Electronic Arts
Release date	(us) November 13, 2007
Genre	Racing
Mode	1-2 Players

Need for Speed: ProStreet, developed by EA Black Box, was released in 2007. The game has taken the series in a different direction of gameplay. All racing in ProStreet takes place solely on closed tracks, making ProStreet the first game in the series since Need for Speed II that does not animate illegal racing. The performance tuning feature is enhanced, compared to previous versions, especially Autosculpt. Unlike Carbon, where only certain body kits can be autosculpted, this can now be applied to all body kits, including stock bumpers and wide body kits. Furthermore, some adjustments through autosculpt impact the car's aerodynamics.

There are four different game modes in ProStreet: Drag (a race in a drag strip, point to point), Grip (similar to Circuit races but with four different types of Grip races available), Speed (similar to a Sprint race) and Drift. The Speedbreaker does not return for ProStreet.

Players have a wide variety of decals, vinyls, and paint colors, all very similar to the previous games in the series. Additional extras have been added as well. Players have a huge variety of body modifications, such as rims, hoods, body kits, exhaust tips, spoilers and roof scoops. The Autosculpt feature, which was first introduced in Need for Speed: Carbon, is featured in ProStreet and plays a significant role in terms of car performance. Although there are more parts to autosculpt in the car, the autosculpting method is for the most part the same. The hood, roof scoop, front bumper and spoiler can all change how a car performs in a race. Autosculpt can affect everything, from a car's handling to its downforce. ProStreet now allows the player to modify stock and wide body kits as well as hoods, roof scoops, wheels, spoilers etc.

Need for Speed: ProStreet received mixed reviews from critics. Game Informer and GameSpot have cited the lack of police in the game, the handling of cars being unrealistic, and the fact that ProStreet strays away from its traditional roots of street racing as reasons for the ratings, as well *"an overload of in-game advertising and a higher hardware requirement (causing poor sales on the Windows version)."* IGN mentioned the common complaint that all of the cars had shoddy performance and terribly unrealistic handling. videoGaiden lambasted the game in its 2007 Christmas special, having harshly criticised its predecessors in the previous two years. The main criticism was that the game was as lacking in substance as the previous installments, but also lacked the high production values of those titles. These were the lowest ratings ever in the series despite higher sales of the next game, Undercover. The PS2 and Wii versions were also criticized due to missing content, downgraded graphics and frame rate issues.

The advertisement of the game was met with criticism for featuring topless models in certain advertisements. UK promotional material for the game featured in The Sun advertised the game with its Page Three Girls, Becky Rule and Amii Grove posing topless. Electronic Arts claims that the advertisements *"slipped through the proper EA approval process."* As a result, the advertisements have been removed.

5.5

J N P

Need for Speed Undercover

Developer	Exient Entertainment
Publisher	Electronic Arts
Release date	(us) November 17, 2008
Genre	Racing
Mode	1-2 Players

Need for Speed: Undercover, developed by EA Black Box, was released on November 18, 2008. It was the last Need for Speed game for PS2.

The game focused on tuning and police chases, featured over 50 cars, and took place in a fictional city called Tri-City Bay. The player's role was as an undercover cop, trying to stop street racers. Containing live-action cutscenes which feature the actress Maggie Q, the game also featured a damage system where parts could break off after a crash.

Undercover features a new open world map (like the Midnight Club series) consisting of 109 miles (175 km) of road and a large highway system. The game's environment consists of four boroughs: Palm Harbor, Port Crescent, Gold Coast Mountains, and Sunset Hills. In the Wii and PS2 versions two boroughs are copied off Most Wanted and put into different positions. These four boroughs make up the city, Tri-City (referring to the real-life city in Tri-City, Oregon), presumably a city located on the Gulf Coast or on the California Coast although the city itself heavily resembles Miami. Undercover also features a new continuous highway system. In previous installments, highways were relatively small circuits concentrated within separate boroughs.

The police system is similar to both Most Wanted and Carbon. Unlike previous games, the type of police that appear is not entirely dependent on heat levels (i.e. high level police can appear at low heat levels and vice versa) but more on the player's wheelman level (i.e. progress through the game). At a high wheelman level, federal police will immediately join the pursuit, even if the player was at a low heat level. Common police tactics such as road blocks, rolling road blocks, spike strips, and PIT maneuvers are all featured, although some are only used by federal police.

The customization of cars is similar to ProStreet but has been enhanced on the level of graphics and detail. The new color palette and the "matte" paint were improved. The game also features aftermarket parts like Carbon did. As a bonus, EA added a vinyl similar to the vinyl of the BMW M3 GTR in Most Wanted that was continued as a bonus car in "Carbon".

The game also uses in-game advertising, featuring the T-Mobile Sidekick.

Electronic Arts CEO John Riccitiello stated that the previous release in the series (ProStreet) was only *"an okay game...[and was] not good"* and that Undercover would *"be a much better game"*. He stated Undercover would have a considerably longer development cycle than its predecessors because the Need for Speed development team had been split up into two teams, both of which would work on a *"two-year"* development cycle with future titles, alternating releases between them. Riccitiello stated he was *"torturing"* the development team with a tight development cycle in the past. *"When this change was implemented in mid-summer 2007, one team started working on Undercover (giving it only a 16.5 month development cycle), while the other team (that finished*

ProStreet) would start working on the next title." Riccitiello also stated Undercover took inspiration from action films such as The Transporter, with a large embedded narrative. Frank Gibeau (President of the EA Games label) stated during development that due to the fact that the sales of ProStreet didn't live up to EA's hopes for the game, the Need for Speed franchise would go back to its roots (although Undercover was already being developed before ProStreet). *"John Doyle (Developer at EA Black Box) said that Undercover would feature a brand new game mechanic and a 'Most Wanted-ish' sandbox style of gameplay."* The game was also provided with an all new damage system. Andy Blackmore (Senior Vehicle Concept Artist at EA) explained how one of the Porsche cars that was *"conceptualized"* in the game was then brought to life for the game from a brief description to being approved by Porsche.

The game received lower scores on aggregate than Pro Street. There were complaints about the game's easy difficulty, repetitiveness, and poor texture maintenance. The IGN review went as far as recommending the game's rivals such as Rockstar Games' Midnight Club: Los Angeles and EA's own Burnout Paradise.

The 1UP.com review called the game only *"fairly successful,"* but praised the games selection of cars and tighter handling on the vehicles. However, the *"leveling"* system that unlocks cars and upgrades was criticized for resembling *"grinding"*.

In general, sparse traffic, wide-open roads, and poor AI led to complaints about extremely low difficulty, however, one reviewer commented on how this may have been a marketing ploy to target a wider audience.

The reception to the live-action cut scenes was almost universally negative, with many critics noting that the videos were poorly acted and lacked purpose. Many have even compared the cut scenes to a *"Michael Bay or Roland Emmerich film"*. The lack of connection between the crime fighting undercover cop story and the racing game play was particularly criticized by IGN who said, *"You ... run missions where you steal cars, make 'special' deliveries and things like this now and again, but you never actually see any sequences that show how the cops are putting the evidence together or anything of that sort. Chase Linh will tell you [what] you need to do to get on the inside of a racing group in order to get dirt on them, and then after a race she'll say 'We have enough, let's move in.' [But you're left asking: How did that help at all?]"*

Neo Angelique

Koei the Best

Premium Box

Developer	Koei
Publisher	Koei
Release date	(jp) March 4, 2006
Genre	Visual novel
Mode	1 Player

Neo Angelique is the fourth Neoromance entry and an alternate universe of the Angelique series. Character designs and illustrations were done by Kairi Yura. Maki Fujioka was the character designer for the characters' animated counterparts, both in the game and for the TV series. Character image songs were composed by Yujiro Okazaki.

The protagonist is a normal high school girl attending Melrose Girls' Academy in Arcadia. One day, she is visited by a gentleman named Nyx and learns that she has the dormant power to purify Thanatos, or incorporeal monsters that prey on the everyman. She leaves her school life to join Nyx's Thanatos exterminating business: "Aube Hunters". She soon realizes that she is the only female with purification powers because she is the oft fabled Queen Egg, or a legendary savior. Her goal is to work with her fellow Aube Hunters to eradicate Thanatos and restore the land's peace.

Travel takes place on a third-person aerial view of Arcadia's main continent, and paths are automated and determined by the player in advance. The protagonist is limited to fighting beside one of her four Aube Hunter comrades, and she must be escorted by one of them at all times. Her current partner can be changed at any time by returning to the Aube Hunters' headquarters: Sunny Villa. The player is free to explore the world map at their leisure; they can visit locations to earn character conversations and/or dessert recipes.

Combat is a turn-based two-vs-one confrontation which does not pro confrontation which does not proceed until the player decides the protagonist's actions.

Each battle must be completed before the protagonist runs out of Aubes —colored spherical energy— to power her partner's attacks. Victory is claimed when the Thanatos falls. If her partner's HP drops to 0, an instant retry option pops on the screen for the player's convenience.

Six characters can be romanced: the four Aube Hunters and two side characters, René and Bernard.

Ruby Party originally devised the game to be a minor side story for the main Angelique series. During the brainstorming sessions for the plot and characters, the members realized that their project's ambitions far surpassed their starting expectations. Therefore, they shifted gears to make an "Angelique title friendly to newcomers", seeking to capture the series's charm without requiring the player to have extensive knowledge of prior lore. Role-playing game elements were devised to take center stage in gameplay due to its popularity in fan surveys at the time. The keywords for this title's narrative are "beautiful, noble, and romantic".

The Premium Box included eight postcards, a character message CD and fully colored comic book/manual. Consumers who reserved the game or Full Voice through Gamecity Shopping received a mouse pad with their purchase.

"koei.wikia.com"

Neo Angelique Full Voice

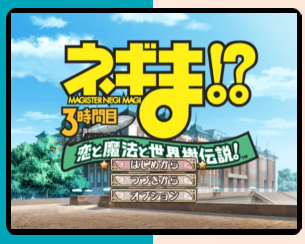
Developer	Koei
Publisher	Koei
Release date	(jp) March 27, 2008
Genre	Visual novel
Mode	1 Player

Neo Angelique Full Voice was released for PlayStation 2 on March 27, 2008. This version is have fully voiced dialogue and a total of twenty new events for the Extras section. René and Bernard have five new images. Game Previews teaser changes to Harukanaru Toki no Naka de 4.

"koei.wikia.com"

8.2

Negima!? 3-Jikanme ~Koi to Mahou to Sekaiju Densetsu~



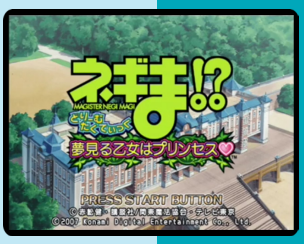
Developer	Konami
Publisher	Konami
Release date	(jp) November 16, 2006
Genre	Action
Mode	1 Player

The third period of Negima RPG games for PlayStation 2 based on the manga with the same name comes in two different releases: theatrical and live. This theatrical version comes with different cover art and instead of a music disc contains an audio drama CD titled “Mahora Girls Vol.4”. The gameplay consists of visual novel style dialogues and choices using 1st-person perspective, as well as exploration, talking to NPCs and battles using 3rd-person perspective.

“mobygames.com”

Negima!? Dream Tactic Yumemiru Otome Princess

8.4



Developer	Konami
Publisher	Konami
Release date	(jp) April 26, 2007
Genre	Turn-based strategy
Mode	1 Player

The game revolves around the students from class 3-A. After breaking an old and tome, the students fell asleep and get trapped in a dreamland. To escape from their predicament they have to make their way by tactical battles and interaction. A total of eight missions must be completed before the girls are free to escape. The missions are based on classic fairytales, like Cinderella and Little Red Riding Hood.

Units are moved on a grid-based map and attacks are triggered by selecting them from a menu. The basic command set is “Movement,” “Attack,” “Use Item,” and “Special Technique” which can heal a character, bolster defenses, or perform a special attack. Negi Springfield can help his students in dreamland by casting magic spells such as “Recovery” which heals his students, “Sneeze” which blows a strong wind against enemies, “Shield” which raises the defensive power of a student, and more.

“psxdatacenter.com”

Neo Atlas III

6.8

Developer	Artdink
Publisher	Artdink
Release date	(jp) December 14, 2000
Genre	Strategy
Mode	1 Player

Neo Atlas III is the first game in the series for the Playstation 2 console. As usual in the series the player's mission is to explore new worlds, set up trade routes and expand the sphere of their country's influence. Some towns specialize in certain commodities and others in the production of goods. The intrepid and profiteering buccaneer finds those towns and ferries goods back and forth to create a sustainable enterprise.

The game is set up in different episodes where clear objectives are defined such as setting up a profitable trade route within a certain amount of time.

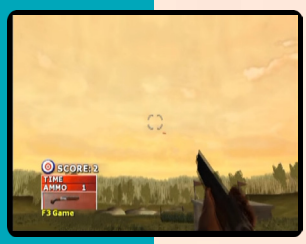
As an addition to the previous games in the series the game features the people's cultures and a richer story background.

"psxdatacenter.com"

J

NRA Gun Club

1.7

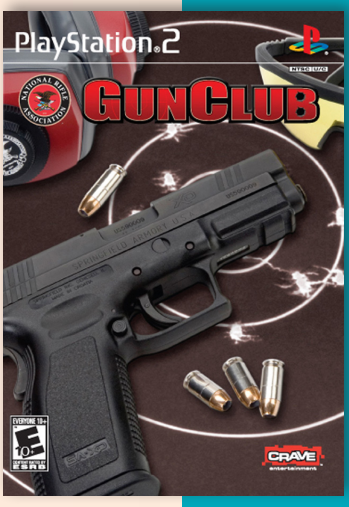


N P

Developer	Jarhead Games
Publisher	Crave
Release date	(us) October 2, 2006
Genre	Shooter
Mode	1-8 Players

NRA Gun Club (Gun Club in Italy) is described as a nonviolent first-person target shooting game by Crave Entertainment in North America and 505 Games only in Italy (Although a German release was planned, but cancelled for unknown reasons). The game allows players to enter the shooting range and shoot at paper targets, watermelons and sporting clays. The game contains over 100 licensed and recreated firearms.

The game generally has very poor ratings and reviews. It was rated by GameSpot 1.6 out of 10 (abysmal) as one of the worst games ever made for the PS2. Another gaming site, IGN, gave the game a 1.5 out of 10 ("abysmal") and called the game, *"a bold move in exploring new depths of sheer worthlessness."*



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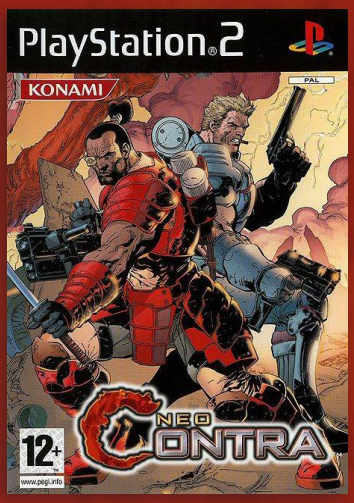


JNP

Neo Contra

Developer	KCET
Publisher	Konami, (us) SCEA
Release date	(us) October 19, 2004
Genre	Action, Shooter
Mode	1-2 Players

Neo Contra is the tenth video game in the Contra series by Konami. It was developed by Team Neo Kijirushi, a group of staff members within Konami Computer Entertainment Tokyo, and released for the PS2 in 2004. The game is a direct follow-up to Contra: Shattered Soldier, since it is a multidirectional shooter and is a departure from the traditional scrolling shooter formula from previous games. It was the first game in the series to receive an "M" rating from the ESRB.

Neo Contra takes place during A.D. 4444 when the Earth has been transformed into a prison planet, home to criminals and political rebels. From this underworld society rises a new order called "Neo Contra". This government quickly showed its true colors, as it has other plans than bringing back normal civilization. Carrying out this new threat are four renegade Contras (elite warriors), who are called the Four Elite, united under the command of mysterious Master Contra. Thus, Bill Rizer is partnered with Genbei "Jaguar" Yagyu, a samurai, and the two are sent to Earth to deal with the Neo Contra threat. After defeating the Four Elite, the heroes discover the truth behind "Neo Contra", which is a facade for "Project C", a plan to create half-human AI from Bill Rizer's DNA, as an ultimate weapon, which is now Master Contra. Bill Rizer himself is just a clone of the original one, a side-objective of "Project C". With the help of Mystery G, an elder Contra operative, the heroes managed to defeat Master Contra and put an end to "Project C".

Neo Contra once again brings the games arena back into three dimensions. However, unlike the titles developed under Appaloosa Interactive, players only need to aim in third dimension upon rare occasions. Additionally, this title eradicates the boss-oriented gameplay of Hard Corps and the previous 32-bit titles, and seeks a balance more reminiscent of the 8-bit and SNES Contra games; long free-form shooting sections, interspliced with boss encounters.

Additionally, gameplay varies depending upon the level and camera angle presented (the camera cannot be user-controlled). Most of the game is played in an isometric perspective, but portions are side-scrolling or overhead-behind. The player cannot jump. Instead, two new defensive moves are added that allows the player to effectively evade in the new dimensions: dash and spin. Dash gives the player a quick burst of speed to evade hostiles, while spin gives the player an instant of invulnerability. The hit-ratio system that was introduced in Shattered Soldier has been kept in this title.

The game uses a modified version of the three-weapon configuration from Shattered Soldier. The player has two types of firearms used against ground-level targets, one with regular ammo and the other with flammable rounds, and a third weapon used to lock-on airborne targets. The player can choose from one of the three initially available weapon sets (one which includes the famous Spread Shot from the earlier Contra games, which was

missing in Shattered Soldier), with three additional sets that are time-release. The Type F configuration features the GV Laser and Ripple Laser, both weapons from Gradius V.

There are a total of seven stages in the game. Like Shattered Soldier, the four initial stages can played in any order and be replayed anytime for higher grading. The fifth stage can only be selected by clearing the first four stages, while the sixth and seventh stages are only available if players maintain an above average grade overall. There is a difficulty setting in the options menu, and playing on Easy difficulty grants players 30 lives to beat the first four missions, but on this difficulty it is impossible to view the game's ending. Normal mode offers players 5 lives and 7 continues to complete the seven missions of the game.

Neo Contra also marks the return of the time limit from some versions of the original Contra games, with the last third of the sixth stage grants the players time limit to complete the mission. Unlike the timed missions in the original Contra where the player loses one life once time limit drops to zero, the entire game is over once the player is unable to complete the last part of the sixth stage within time limit.

NeoGeo Battle Coliseum

6.6

JNP

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) December 22, 2005
Genre	Fighting
Mode	1-2 Players

NeoGeo Battle Coliseum is a fighting game for the Atomiswave arcade board developed and released by SNK in 2005. The game features characters from several SNK and ADK titles. Subsequently a PS2 version of the game was released in Japan, North America, and Europe. The Xbox Live Arcade version was released worldwide in 2010.

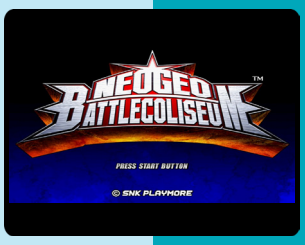
The game system of the arcade NGBC is a 2-on-2 tag battle, regardless of how many players are playing. While the two-player game system is similar to most tag-team systems of other games, the single player system is unusual.

The game's single play is more like a survival battle, where the player must beat enemy after enemy as long as possible. However, the game gives the player 300 seconds, and when time-out occurs, instead of win or lose, the player will face the boss (depending on how well they perform). Only at this point will time-out determine the victor.

During a single-play, the rule is to defeat either member of the team, not both team members. That is, unlike most tag-team systems (but similar to Kizuna Encounter or Tekken Tag Tournament), where all opposition must be beaten in order to win, in NGBC the player only needs to beat one member of the opposite team to win, without the need to fight the other member if the first is defeated.

The survival battles are divided into rounds of three battles

NeoGeo Battle Coliseum was criticized for not making the storyline more obvious in the game and for sub-par graphics. Blast Magazine opined the game seemed starkly behind the times. *"The NeoGeo fighters have always been looked on by the gaming world with a certain nostalgic level of respect. The games weren't as good as their competitors. The graphics were excellent on the NeoGeo, but that was years ago, and not much has changed in the games... This is a classic late release for a previous generation platform"*, wrote the Blast reviewer about the PS2 version of the game and gave the game 3/5. IGN gave the game 7.3/10.



NeoGeo Online Collection Complete Box Joukan

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) December 23, 2009
Genre	Collection
Mode	1-2 Players

The NEOGEO Online Collection is two box-sets consisting of classic Neo Geo games, re-released by SNK Playmore for the PlayStation 2 in Japan. These games allowed players to fight against other players over the Internet by way of KDDI's MMBB matching service. Some of these collections was released in the United States and Europe; however, online connectivity for these collections was not available outside Japan. The two box sets came with a special slipcover box to store the games in.

First pressings of the collection also includes a limited edition set of sixteen plastic card replicas of the title cards used on NeoGeo MVS arcade systems: one for each game, plus the classic NeoGeo MVS logo.

The Joukan box-set contains nineteen games within the following six collections:

- Garou Densetsu Battle Archives 1
- Garou Densetsu Battle Archives 2
- Garou: Mark Of The Wolves
- Ryuuko No Ken: Ten-Chi-Jin
- Samurai Spirits: Rokuban Shoubu
- Sunsoft Collection

"mobygames.com"

NeoGeo Online Collection Complete Box Gekkan

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) December 23, 2009
Genre	Collection
Mode	1-2 Players

The Gekkan set contains six volumes from SNK's NeoGeo Online Collection series. It contains fifteen games within the following six collections:

- Bakumatsu Roman Gekka no Kenshi: 1+2
- The King of Fighters: Orochi-Hen
- The King of Fighters: Nests-Hen
- Fu'un Super Combo
- World Heroes Gorgeous

7.7

Neon Genesis Evangelion: Girlfriend of Steel 2nd

Broccoli Best Quality

Developer	Broccoli
Publisher	Broccoli
Release date	(jp) January 20, 2005
Genre	Strategy, Visual novel
Mode	1 Player

Neon Genesis Evangelion: Girlfriend of Steel 2nd, subtitled in English Neon Genesis Evangelion: Iron Maiden 2nd, is a Gainax-produced adventure anime-style video game, and manga based on that game, set in the alternate universe seen in episode 26 of Neon Genesis Evangelion. The player controls Shinji Ikari, the hero of the original Evangelion series, as he navigates his home, school, and social life in a now-peaceful "Tokyo-3". The game is available in Japanese for Mac OS, Mac OS X, Windows and PlayStation 2.

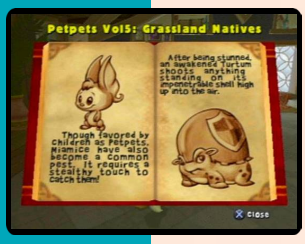
Each character from the original Evangelion makes an appearance but some of their circumstances and personalities have radically changed. Misato Katsuragi is now a popular homeroom teacher, and Ritsuko Akagi is the school nurse (however, these two still have their posts at Nerv from the original storyline). Asuka Langley Soryu is Shinji's childhood friend and neighbor, Kaworu Nagisa is an enigmatic playboy type who has known Shinji for years, and Rei Ayanami is a hyperactive transfer student.

Although the game's name suggests it is a sequel to the previous Evangelion visual novel Girlfriend of Steel, the story is unrelated, keeping only the gameplay. The game received a manga adaptation by Fumino Hayashi titled in English Neon Genesis Evangelion: Angelic Days.

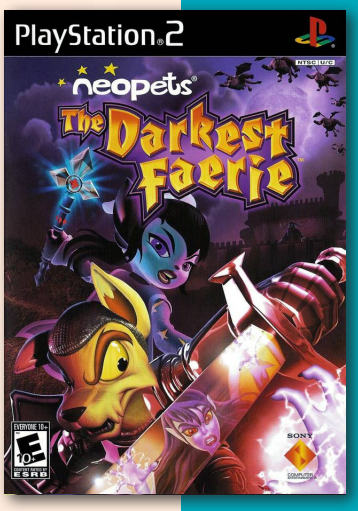
The game functions as a visual novel-style "additional episode". While this game features official art, backgrounds and music in the style of the original series and full-voice, it is fundamentally different from the first Girlfriend of Steel. The artwork was done by a new team, but the voices were provided by the same voice actors from the original series cast. The game also has dating sim elements and includes three "dateable" characters (Rei, Asuka, and Kaworu). Reward CG for each character can be uncovered and collected in a CG gallery accessible from the game's main menu.

Neopets: The Darkest Faerie

6.1



Developer	Idol Minds
Publisher	SCEA
Release date	(us) November 16, 2005
Genre	Action-adventure
Mode	1 Player



Neopets: The Darkest Faerie is a 2005 action-adventure game in the Neopets franchise, which is based around the neopets website, which was first released in 1999.

The game is set in “Neopia”, the land of the Neopets universe, which is inhabited by anthropomorphic versions of various Neopets species. The adventure is based on a story written by Neopets founder Adam Powell.

Players control Tor and Roberta, two anthropomorphic Neopets on a quest against evil. By switching between the two at any time, players can use Tor’s up-close melee attacks or cause damage from afar with Roberta’s spells. This game stays faithful to the traditional third-person action-adventure. Magical items and weapons gained along the way will develop the characters’ abilities and strengths. In particular, elementally-aligned motes can be attached to weapons and armor as a combat bonus. The game also feature different puzzles and side-quests.

A PlayStation version of the game was being developed by The Code Monkeys and was cancelled for unknown reasons.

Neppachi Gold: CR Monster Mansion

6.8

Developer	Falcon
Publisher	Daikoku
Release date	(jp) August 22, 2002
Genre	Gambling
Mode	1 Player

The game is a comedic horror-themed pachislot simulator first released for the Dreamcast. The game apparently could let players win actually prizes by connecting the game to the internet.

The game reproduces the real-life model pachinkor. Players can adjust nail and analyze data, and other settings.

Net de Bomberman

7.5

J

PlayStation BB Pack

Developer	Hudson Soft, MGame Corporation
Publisher	Hudson Soft
Release date	(jp) February 19, 2004
Genre	Action, Puzzle
Mode	1 Player

Net de Bomberman is a video game for the Playstation 2, exclusively released in Japan. Unlike the Dreamcast game Bomberman Online, it is completely designed around its (now defunct) subscription-based online multiplayer, without any support for offline play.

Only playable online, the game features ten different maps, based on the grid-like mazes seen in classic Bomberman titles. Accompanied by up to seven other players, the player has to collect items and kill enemies in order to unlock new stages. The player is able to communicate with other players through online chat.

From November 2003 to February 2004, the game could be played as a free pre-launch test. After the time frame ended, the service required a monthly payment of ¥500 (tax excluded). In 2008, this service was discontinued.

"bomberman.wikia.com"

Nippon Oozumou Kakutouhen

7.1

J

Developer	Konami
Publisher	Konami
Release date	(jp) November 15, 2001
Genre	Sports
Mode	1-2 Players

Officially licensed by the Japan Sumo Association, Nippon Oozumou Kakutou-hen was the PS2's first title dedicated to the sport of Sumo Wrestling. Featuring more than 700 real-world fighters (including Musashimaru, Takanohana, and Akebono) Oozumou enables its players to create their own character and send them on a quest to be come the Yokozuna Grand Champion. The animations were created with the motion-captured cooperation of actual JSA competitors, and several different game modes (including exhibition and career) are available.

"Ign.com"

Netsu Chu! Pro Yakyuu 2002

8.3

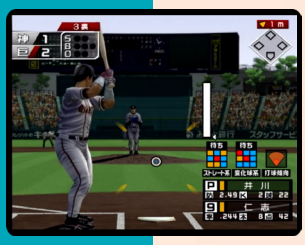
Developer	Namco
Publisher	Namco
Release date	(jp) April 18, 2002
Genre	Sports
Mode	1-2 Players

Netsu Chu! Pro Yakyuu 2002 is professional baseball game. All teams, stadiums and players appears with real names, and stats like the batting of the players, habit of pitching form, best and worst performance on which course, strength of play etc.. The live commentary is handled by Fuji TV's announcer, Miyake Shoji.

J

Netsu Chu! Pro Yakyuu 2003

9.1



J

Developer	Namco
Publisher	Namco
Release date	(jp) April 3, 2003
Genre	Sports
Mode	1-2 Players

This is the 2003 edition of Namco's professional baseball series. Collaboration with Fuji Television is also more included, and the "non-fiction baseball game" route stands out more. The game includes 480 players based on the 2003 stats, and several different game modes. Miyake Shoji makes another appearance as the live commentator.

Netsu Chu! Pro Yakyuu 2003: Aki no Night Matsuri

7.1

Developer	Namco
Publisher	Namco
Release date	(jp) October 23, 2003
Genre	Sports
Mode	1-2 Players

Netsu Chu! Pro Yakyuu 2003: Aki no Night Matsuri is an updated "fall" version of the previous title. Besides just reworking the new data, new additions of the current players as well as new players are added. The players' faces and appearances are also updated, making them more realistic. Miyake Shoji is once again the live commentator.

J

Netsu Chu! Pro Yakyuu 2004

7.1

Developer	Namco
Publisher	Namco
Release date	(jp) March 25, 2004
Genre	Sports
Mode	1-2 Players

The 2004 edition of the Netsu Chu! Pro Yakyuu series added new easy to use functions, such as “Course beating” and “Easy pitching”. It also introduces momentum parameters, in which the game flow influences victory or defeat. Various game modes, such as ‘Ginsei mode’ depicting baseball life until retirement, are also enriched. Miyake Shoji is the live commentator.

Nettai Teikiatsu Otome

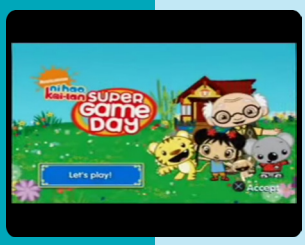
6.4

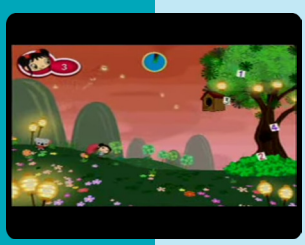
Developer	Nine’s Fox
Publisher	Nine’s Fox
Release date	(jp) October 25, 2007
Genre	Visual novel
Mode	1 Player

Nettai Teikiatsu Shoujo (Tropical Low Atmosphere Girl) is a love comedy visual novel about Takashi, a high school student, who obsesses over the weather. After he witness a big typhoon that is heading for his his town, he and his classmate will have to find a way to ride out the storm and survive.

Ni Hao, Kai-Lan: Super Game Day

5.8





Developer	Take-Two Interactive
Publisher	Take-Two Interactive
Release date	(us) October 26, 2009
Genre	Edutainment
Mode	1-2 Players

Ni Hao, Kai-lan combines educational elements of learning Chinese language and culture with game play and action, and features voice actors from the animated show. The game feature 10 mini games, including: Butterfly Catching, Kite Flying, Dragon Boat Racing, Bubble Popping, Badminton, Soccer Challenge and more.

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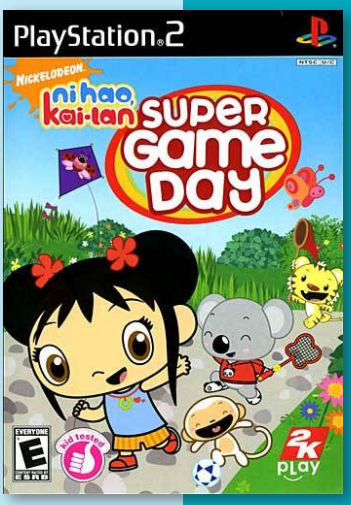


New Jinsei Game

8.6

Developer Atlus
Publisher Takara, Atlus, Takara Tomy
Release date (jp) December 2, 2004
Genre Board
Mode 1-4 Players

New Jinsei Game is a board game, developed by Atlus and published by Takara, which was released in Japan in 2004. It is part of the Jinsei Game series. A Japanese version of the board game “The Game of Life”.

J

New Roommania: Porori Seishun

8.6

J

Developer Sega
Publisher Sega
Release date (jp) March 20, 2003
Genre Simulation
Mode 1 Player

New Roommania: Porori Seishun is a life simulation game and the sequel to Roommania 203. Like the previous title, the game is described as an ‘intervention’ simulator, where the player takes the role of God whose task is to make the life of the characters more meaningful. Whereas the main character in the previous title was only one person, this title includes more characters.

Nichibeikan Pro Yakyuu: Final League

6.8

Developer SquareSoft
Publisher SquareSoft
Release date (jp) April 25, 2002
Genre Sports
Mode 1-2 Players

Nichibeikan Pro Baseball: Final League is a baseball game, developed and published by SquareSoft. The game allows players to pick from a roster of American and Japanese players and earn money in tournaments. They can then use the money to buy players from other teams to add to their own.

J

Neverland Kenkyuufu

8.3

J

Developer	Neverland
Publisher	Idea Factory
Release date	(jp) October 12, 2006
Genre	Adventure
Mode	1 Player

Neverland Kenkyuufu, also known as Neverland Reportage, is a compilation disc with five titles from the Neverland series which were originally released on the PlayStation. Preserving the basis of the highly strategic SRPG system with strong drama elements. New systems, like picture viewing for various objects, cut scenes and combat data accessing in the course of battles are added. The disc also include an complete remake of the first Spectral Force with new graphics and movies.

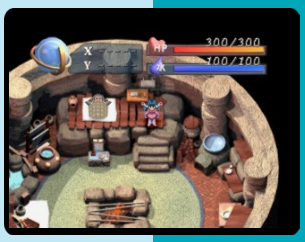
Spectral Force
The first Spectral Force game for Playstation was released on 1997 and features battles of groups of 1000 vs. 1000 and 40 countries in the world of Never Land to with the aim of unification. This is the story which would be known as the Never Land Great War in later games.

Spectral Force 2
This is a strategy war game in which players can play as one of the many kingdoms, including those that do not have a direct influence on the main story. Players can fortify their castles, hire generals, defend their country and invade others throughout several years.

Spectral Blade
Spectral Blade is an RPG that takes place in the Neverland world. The player takes the role of a member of the Imperial army that got the mission to destroy monsters that controlled by an evil master. With the help of other heroes, he will take on the quest of conquering the evil army.

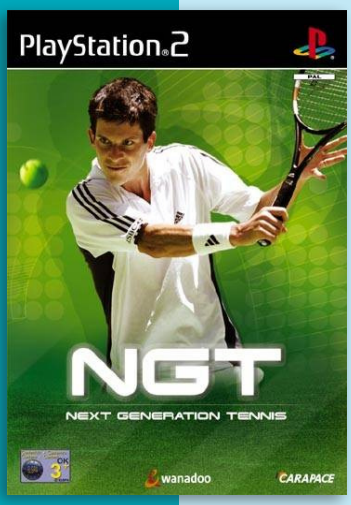
Spectral Force: The Band of Meymay Knights
Seishoujo Gaiden Junjou De Karen Meymay Shikidan is the fourth game in the Playstation series. Players take the role of a mercenary that arrives to an island and is hired by the Meymay knights army (female knights) to help them take to victory.

Suna no Embrace
The game is set in the dry continent of Eden. Players take control of Nebel who goes on a journey to learn more about the world around her.



Next Generation Tennis

6.3

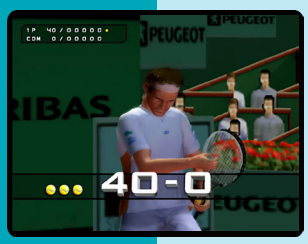


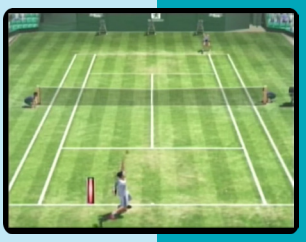
Developer	Carapace
Publisher	Wanadoo
Release date	(eu) May 28, 2002
Genre	Sports
Mode	1-2 (4) Players

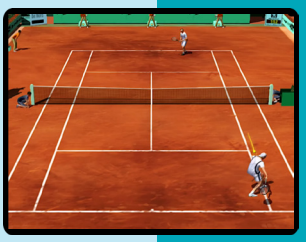
Next Generation Tennis, also known as Roland Garros French Open 2002, NGT: Next Generation Tennis, or Next Generation Tennis 2002, is the 2002 version of the annual Roland Garros tennis game. It sports an official license for the Roland Garros and US Open tournaments. The game comes with 4 official and 6 fictional players.

The game features the following game modes: arcade, training, exhibition, career, endurance and multi-player. All modes can be played in both singles and doubles. The arcade mode allows you to unlock new courts, players and gear. In the career mode players can start out small and use the cash prizes to further train their character and buy better gear. Multiple difficulty levels can be selected and 17 different courts are available.

The game sport multiplayer options for up to 4 players on Multi-tap.







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Next Generation Tennis 2003

7.4

Developer	Aqua Pacific
Publisher	Wanadoo
Release date	(eu) May 30, 2003
Genre	Sports
Mode	1-2 (4) Players

Next Generation Tennis 2003, also known as Roland Garros French Open 2003, or NGT: Next Generation Tennis 2003, is a tennis game with an official license for Roland Garros and US Open. The game comes with 5 official players and a variety of fictional and quasi-fictional players which resemble actual players in appearance and game style.

The game features game modes: arcade, training, exhibition, career and multi-player. All modes can be played in both singles and doubles.

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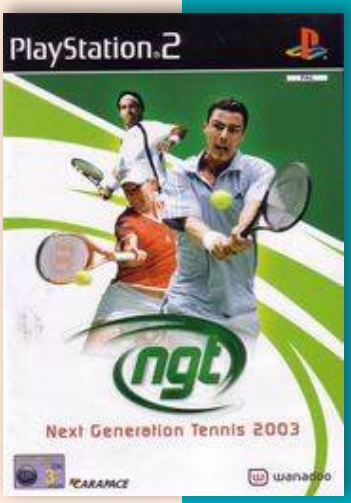

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Nicktoons Movin’

5.1

N P

Developer	Mass Media
Publisher	THQ
Release date	(us) October 21, 2004
Genre	Eye-Toy, Mini-games
Mode	1-8 Players

Nicktoons Movin’ is an EyeToy mini-game collection based on popular Nickelodeon cartoons. The game features 13 different mini-games with different skill levels based on series like SpongeBob SquarePants, Jimmy Neutron, The Fairly OddParents and Danny Phantom. The players steer a hang glider, control a bowling ball, defend a goal against pucks playing as a goalie, guide a submarine, zap ghosts, solve a classic puzzle by moving the pieces, and more - all by EyeToy registered movement of the player’s hands.

The game features voice acting done by the original actors from the cartoons and the characters deliver numerous lines of dialog throughout the game.

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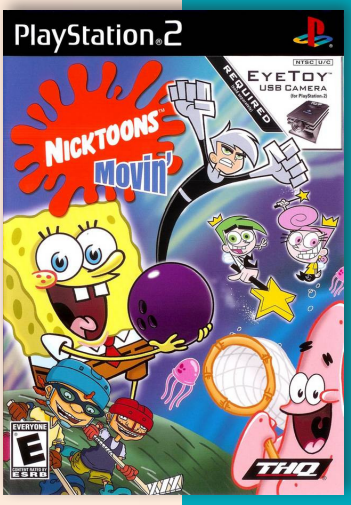
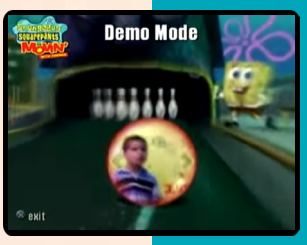




Nicktoons Unite!

Developer	THQ
Publisher	THQ
Release date	(us) October 26, 2005
Genre	Action-platformer
Mode	1-2 (4) Players

Nicktoons Unite! is a 3D action platformer. The game combines and links the TV series SpongeBob SquarePants, Danny Phantom, The Fairly OddParents, and The Adventures of Jimmy Neutron: Boy Genius.

In the game players take control of the four heroes: Danny Phantom, SpongeBob SquarePants, Timmy Turner and Jimmy Neutron. Gameplay includes platforming, defeating enemies and puzzle solving. Each characters has their own special abilities and weapons to overcome obstacles and enemies. These can be upgraded by collecting tokens. The game can be played with up to four players. When playing with less players or solo players, players can freely switch between them with the additional characters being controlled by the AI.

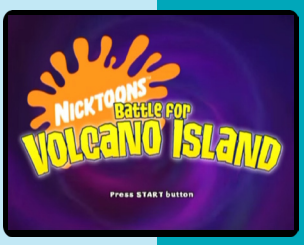
“mobygames.com”

5.3

N P

Nicktoons: Battle for Volcano Island

5.9



Developer	Blue Tongue Entertainment
Publisher	THQ
Release date	(us) October 24, 2006
Genre	Action-platformer
Mode	1-2 Players

Nicktoons: Battle for Volcano Island is a 3D action platformer game and sequel to Nicktoons Unite! The game combines and links the TV series SpongeBob SquarePants, Danny Phantom and The Fairly OddParents. Jimmy Neutron is not playable this time but does make a cut-scene appearance.

In the game players take control of the heroes: Danny Phantom, SpongeBob SquarePants, Timmy Turner, Patrick Star, Sandy Cheeks and Sam Manson. Gameplay includes platforming and defeating enemies. The game can be played solo or in co-op. Players can freely switch between characters with the remaining being controlled by the AI. Costumes for the characters and bonus levels can be unlocked during play.

N P

"mobygames.com"

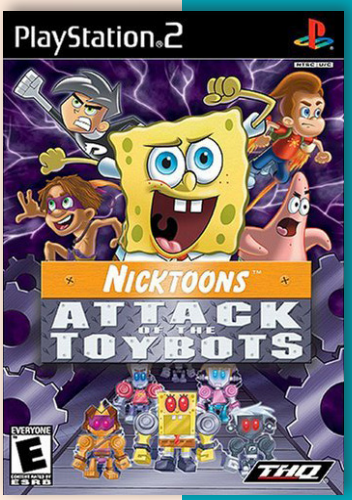
Nicktoons: Attack of the Toybots

6.2

N P

Developer	Blue Tongue Entertainment
Publisher	THQ
Release date	(us) October 23, 2007
Genre	Action-platformer
Mode	1-2 Players

Nicktoons: Attack of the Toybots is a side-scrolling platform game. It involves characters from several Nicktoons franchises such as Spongebob Squarepants, Timmy Turner, Jimmy Neutron, Gir, Ren, and Tak.



The main gameplay element of Nicktoons: Attack of the Toybots is the platforming style which involves actions such as jumping across gaps, balancing on moving terrain and collecting blue energy cubes to use as currency for unlocking more playable Nicktoons characters. Furthermore, the side-scrolling manner of play is broken up by bonus levels which allow the player to take control of a Mech suit used to destroy the Professor's factory. There is also an option for a second player to join at any time for co-operative play.

"mobygames.com"

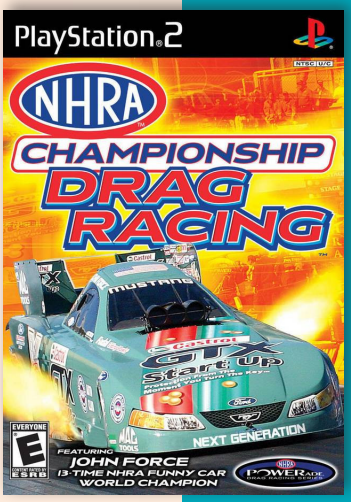
7.1

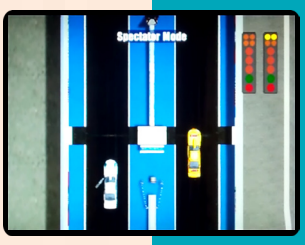
NHRA Championship Drag Racing

Developer	Lucky Chicken
Publisher	ValuSoft
Release date	(us) September 14, 2005
Genre	Racing
Mode	1 Player

The game features three classes of racing; top fuel, funny car and pro stock. It also feature a tuning system, real drivers, licensed tracks and a career mode.

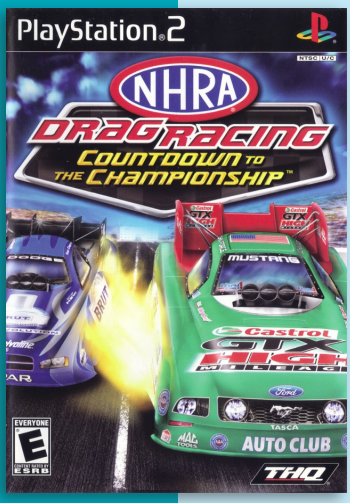
In terms of tuning, NHRA offers a wealth of options. Players have different lane choices, front and rear wing angles, front ballast, tire pressure, fuel, spark, compression ratio, overdrive sliders, clutch 1, clutch 2, final clutch and even primary weight and secondary weight settings. Each of these configurable settings can positively or negatively alter the performance level of the car in a variety of specific areas. Each also comes with a basic descriptor and a more advanced explanation depending on the competence of the provided AI crew chief.





NHRA: Countdown to the Championship 2007

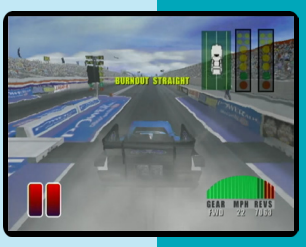
7.2



Developer	Pipeworks Software, Inc.
Publisher	THQ
Release date	(us) July 24, 2007
Genre	Racing
Mode	1-2 Players

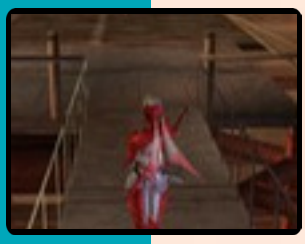
NHRA Drag Racing: Countdown to the Championship is a simulation of drag-racing. It features four different classes of car (Top Fuel, Funny Car, Pro Stock, and Pro Stock Motorcycle). There are 5 modes: Tutorial, Quick Race, Single Event, Career, and Vs.

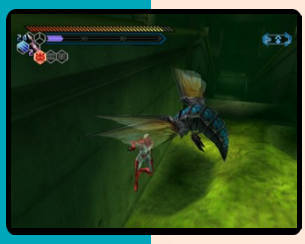
The tutorial is a series of videos that walk the player through the steps needed to properly race without getting disqualified. Quick race lets the player select a vehicle, driver, and weather, then simply race. Single event mode strings together multiple races. It includes 4 qualifying rounds, then the top 16 racers will move on to an elimination tournament. Career follows a driver through multiple events, tracking money from wins and spent on repairs. Vs is a quick race between players.

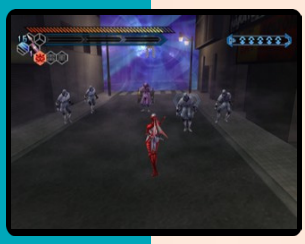


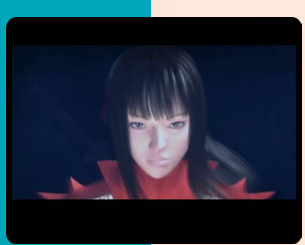
Nightshade

6.8









Developer	Overworks
Publisher	Sega
Release date	(jp) December 4, 2003
Genre	Beat-'em-up
Mode	1 Player

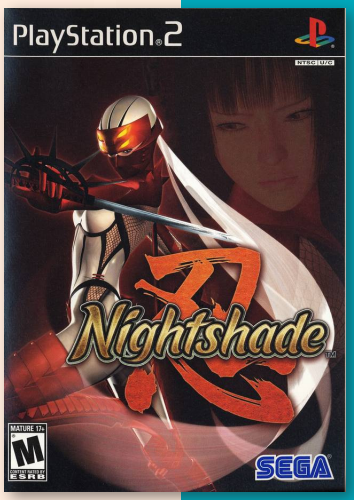
Nightshade, released in Japan as Kunoichi (忍, "Female Ninja"), is the 11th game in the Shinobi series and the sequel to the 2002 PS2 game Shinobi.

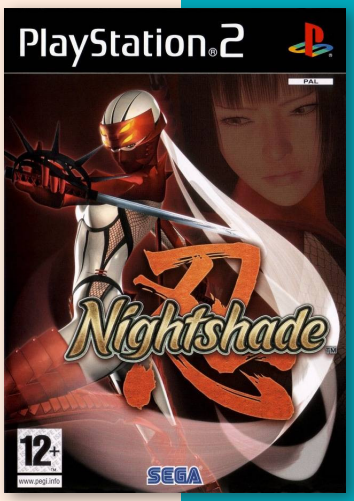
The player plays as Hibana, a female counterpart to Shinobi's Hotsuma. She is a government-employed ninja tasked with the elimination of members of the Nakatomi Corporation, which has unwittingly unleashed hellspawn upon futuristic Tokyo. She is also ordered to recover the shards of "Akujiki", the legendary cursed sword that Hotsuma used to seal the hellspawn the last time.

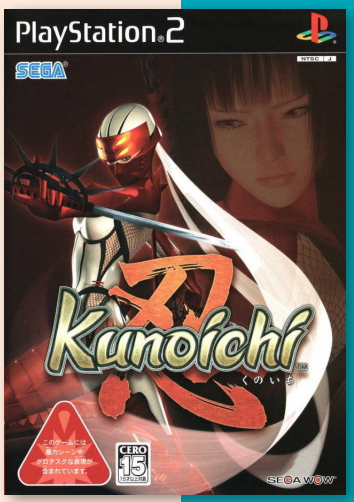
Nightshade's missions are linear, and each one culminates in a battle against a challenging boss opponent. The core of Nightshade's gameplay is hack and slash, with accumulating combos on spawning enemies about the level. Using Hibana's arsenal of a katana (the primary weapon), short daggers (achieve less damage, but score a higher combo multiplier), shuriken (long range projectiles), and various ninjutsu spells, the game challenges the player to achieve as high a score as possible while eliminating the opposing threat.

Nightshade also includes aspects of platforming. With Hibana's ability to dash in mid-air, the game requires the player to use this ability to bypass holes and hazards. Game mechanics restrict Hibana to only a double-jump and an air-dash before she falls, requiring the player to strike enemies in mid-flight to stay in the air. By doing this, the player combines accuracy and timing to stay in the air continuously, or fall to their death.

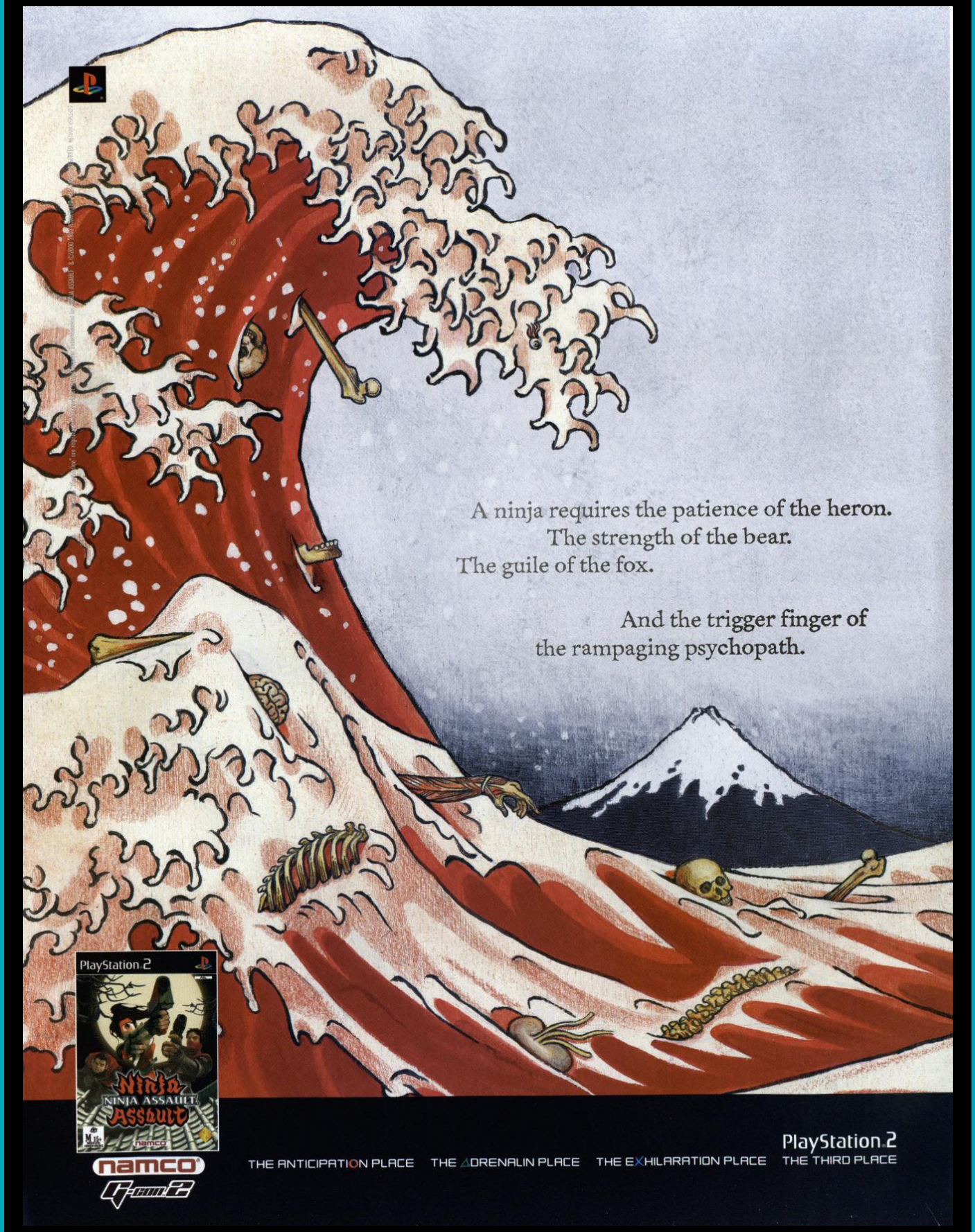
If the player has a completed save file from Shinobi then Hotsuma, the protagonist of the previous game, is available as an optional playable character. He differs from Hibana in that he does not use daggers like her and is only able to use Akujiki, the sword he used in the previous game. Hotsuma plays exactly as before with the same arsenal of moves and operates under the same mechanics as he did in the previous game. He must always be finding and defeating enemies to feed their souls to Akujiki, or the cursed sword will devour his soul instead and kill him.





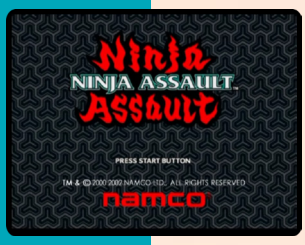


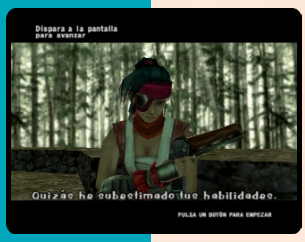
J N P

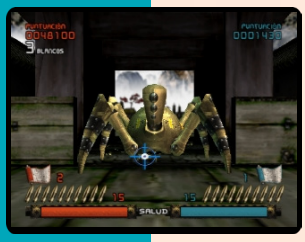

A ninja requires the patience of the heron.
The strength of the bear.
The guile of the fox.
And the trigger finger of
the rampaging psychopath.
PlayStation 2
Ninja
NINJA ASSAULT
Assault
namco
namco
G-Con 2
THE ANTICIPATION PLACE
THE ADRENALIN PLACE
THE EXHILARATION PLACE
PlayStation 2
THE THIRD PLACE

Ninja Assault

6.0







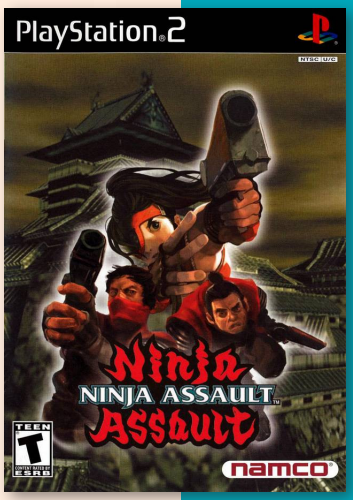
Developer	Namco
Publisher	Namco
Release date	(jp) September 12, 2002
Genre	Light-gun
Mode	1-2 Players

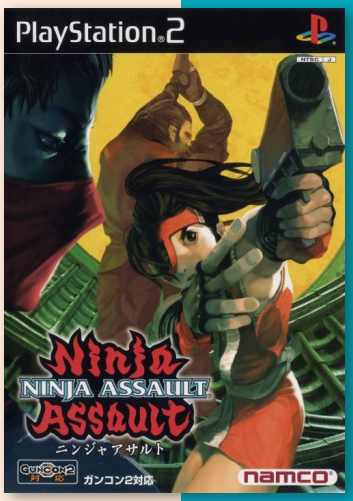
Ninja Assault is an arcade game released by Namco and Sega in 2000. Two years later it was published as a PS2 exclusive title with GunCon 2 compatibility.

Ninja Assault was developed by Namco, who also created the Time Crisis series. However, this game has more in common with Lethal Enforcers, Virtua Cop, and The House of the Dead series, whereby the movement is completely "on-rails" (i.e., with no hiding pedal), and the player must shoot away from the screen to reload. Both versions of this game support up to two players in cooperative gameplay.

Ninja Assault is advertised in in-game email message in Namco's Xenosaga Episode I: Der Wille zur Macht. After finishing the PS2 release of the game, one would unlock a code that could be entered in the contest at Namco's website.

According to GameRankings, Ninja Assault's PS2 version received an average score of 59.54% based on 30 reviews. IGN compared it with The House of the Dead 2.





J N P

Nihon Sumo Kyokai Kounin: Nihon Oozumou Gekitou Honbashohen

7.5

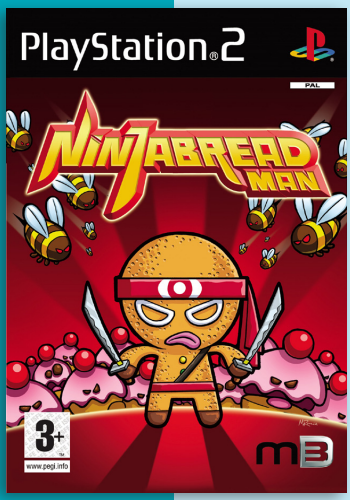
Developer	KCEO
Publisher	Konami
Release date	(jp) July 11, 2002
Genre	Sports
Mode	1-2 Players

This is the third game in the sumo wrestling series by Konami. The game feature 40 different Makuuchi wrestlers and is authorized by the Japan Sumo Association. The game feature different game modes, like Exercise Mode an a tutorial for beginners. The object of the game is to take part in and win the 15-days sumo wrestling championship.

J

3.4

Ninjabread Man



Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) October 14, 2005
Genre	Action-platformer
Mode	1 Player

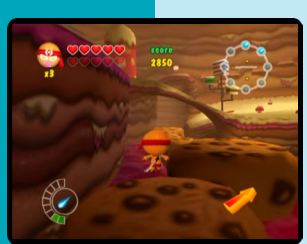
Ninjabread Man is a platformer released on the PS2 and Windows. A port for the Wii was released in 2007. Ninjabread Man was published as part of Data Design Interactive's 'Popcorn Arcade' brand of Wii games.

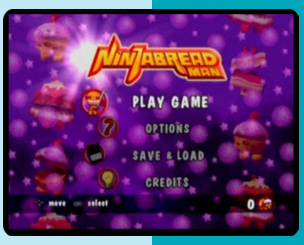
Ninjabread Man is an action-adventure platformer. There are three levels in the game, plus a tutorial level. In order to proceed to the next level, players must collect eight power rods to activate a teleporter. When the player completes a level and plays it again, a menu appears with a second mode available, 'Score Pickups'. If the level is completed again in this mode, the player will unlock 'Time Attack' mode. Completion of this mode unlocks the 'Hidden Pickups!' alternative mode. Several comic attacks appear in the game, such as the Samurai Sword attack that reduces enemies to jam.

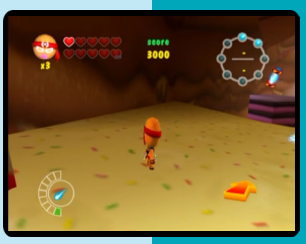
The development of Ninjabread Man began as a re-imagining of the Commodore Amiga classic Zool: Ninja of the Nth Dimension which was largely favourably received on its initial release in 1992. Zoo Digital Publishing commissioned DDI to re-imagine Zool as a 3D game for eventual release on the PlayStation 2 and the GameCube, however, the publisher was unimpressed with the results and canned the project. DDI opted to continue with the game, but changing the theme and character for Ninjabread Man.

Ninjabread Man received unanimously negative reviews upon release. The PS2 version of the game has a 31% average rating on GameRankings, while the Wii version has an average of 17.5%.

Despite the negative reception of the first game, on 23 January 2008, a sequel titled Ninjabread Man II: Blades of Fury was announced. Not much information nor a release date had been issued, but it had been revealed that Data Design had created a website asking for the fans of the game to give ideas for the sequel. It is likely the sequel will never be developed due to Data Design ceasing development in 2009. In August 2012, Data Design went out of business, making a direct sequel unlikely to happen.







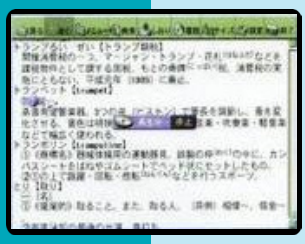
Night Wizard the Video Game: Denial of the World

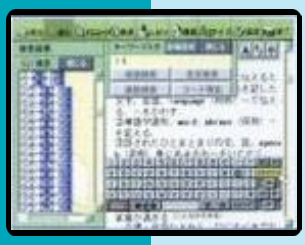
Developer 5gk
Publisher 5gk
Release date (jp) February 28, 2008
Genre Adventure
Mode 1 Player

Night Wizard: Denial of the World is a visual novel with occasional light RPG combat scenes developed by 5pb. for the PlayStation 2. It is a tie-in to the Night Wizard anime and manga, which themselves are based on a Japanese pen and paper role-playing game by the same name.

"giantbomb.com"

Nihongo Daijiten



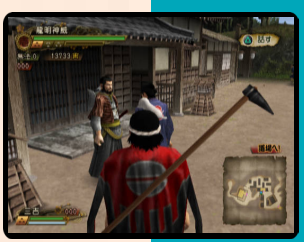


Developer Kodansha
Publisher Artdink
Release date (jp) December 6, 2001
Genre Software
Mode 1 Player

The Nihongo Daijiten ("The Great Japanese Dictionary") is a color-illustrated Japanese dictionary edited by Tadao Umesao and published by Kodansha in 1989 and 1995 (2nd edition). In 2001, Sony licensed Kodansha's Nihongo daijiten and released a Japanese TVware version for PlayStation 2.

Ninkyouden: Toseinin Ichidaiki

7.3



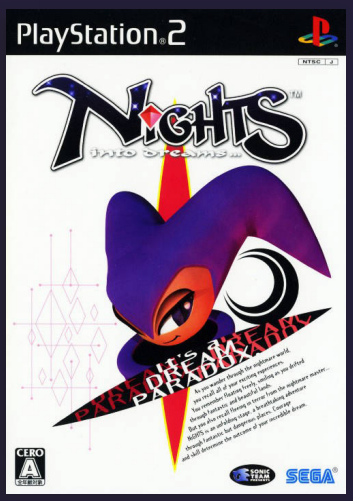
Developer Genki
Publisher Genki
Release date (jp) March 2, 2006
Genre Action
Mode 1-2 Players

This game is a yakuza sim set in the Edo period Japan. Players take the role of an entry level street thug who works his way up the ranks of the local yakuza with the goal of eventually becoming Boss of the territory. Players do this through beating up the competition, undercutting their fellow gang members, haking down merchants, procuring prostitutes, and manny other activities.

"Tatsunoshi@samurai-archives.com"

8.3

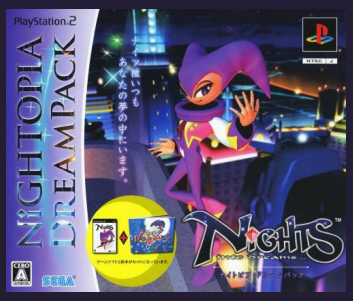
NiGHTS into Dreams...



Developer	Sonic Team
Publisher	Sega
Release date	(jp) February 21, 2008
Genre	Action-platformer
Mode	1 Player

This version of NiGHTS into Dreams... is a port of the Saturn version with identical gameplay, but also incorporates the levels included in Christmas NiGHTS into Dreams... as a bonus. It also contains the feature from that version where the characters wearing special seasonal clothing during certain holidays. The game offers two graphics modes: a remake mode with updated graphics and a classic SEGA Saturn graphics mode. Other additions include support for 16:9 wide screen (PS2), an illustration gallery and a movie viewer mode.

Nightopia Dream Pack



The later released version released for the PS3, Xbox 360 and Windows is another port of the Saturn version, but offered as a digital download release and not limited of Japan. The content is identical to the PS2 version released four year before, but with redesigned HD graphics and support for contemporary resolutions. All versions offer the option to switch back to the original Saturn visuals. Some content of the PS2 version is not available, such as a two-player mode and the ability to play as Sonic. Additions for the 2012 release include leaderboards and achievements/trophies.

Nights into Dreams is split into seven levels, referred to as "Dreams". The levels are distributed between the two teenage characters: three are unique to Claris, three to Elliot, and each play through an identical final seventh level, "Twin Seeds". Initially, only Claris' "Spring Valley" and Elliot's "Splash Garden" levels are available, and successful completion of one of these unlocks the next level in that character's path. Previously completed stages may be revisited to improve the player's high scores; a grade between A and F is given to the player upon completion, but a "C" grade (or better) in all the selected character's levels must be achieved to unlock the relevant "Twin Seeds" stage for that character. Points are accumulated depending on how fast the player completes a level, and extra points are awarded when the player flies through rings.

Each level is split up into four "Mares" set in Nightopia and a boss fight which takes place in Nightmare. In each level, players initially control Claris or Elliot, who immediately have their Ideyas (spherical objects that contain emotions) of hope, wisdom, intelligence and purity stolen from them by Wizeman's minions, leaving behind only their Ideya of courage. The goal of each Mare is to recover one of the stolen Ideya by collecting 20 blue chips and delivering them to the cage holding the Ideyas, which overloads and releases the orb it holds. If the player walks around the landscape for too long, they are pursued by a sentient alarm clock which awakens the character and end the level if it comes into contact with the player. The majority of the gameplay centres on flying sequences, which are triggered by walking into the Ideya Palace near the start of each level so that the character merges with the imprisoned Nights. Once the flying sequence is initiated, the time limit begins.

In the flying sections, the player controls Nights' flight along

a predetermined route through each Mare, resembling that of a 2D platformer. The player has only a limited period of time available before Nights falls to the ground and transforms back into Claris or Elliot, and each collision with an enemy subtracts five seconds from the time remaining. The player's time is replenished each time they return an Ideya to the Ideya Palace. While flying, Nights can use a "Drill Dash" to travel faster, as well as defeat certain reverie enemies scattered throughout the level. Grabbing onto certain enemies causes Nights to spin around, which launches both Nights and the enemy in the direction the boost was initiated. Various acrobatic manoeuvres can be performed, including the "Paraloop", whereby flying around in a complete circle and connecting the trail of stars left in Nights' wake causes any items within the loop to be attracted towards Nights. The game features a combo system known as "Linking", whereby actions such as collecting items and flying through rings are worth more points when performed in quick succession. Power-ups may be gained by flying through several predetermined rings, indicated by a bonus barrel. The power-ups include a speed boost, point multiplier and an air pocket.

The player receives a grade based on their score at the end of each Mare, and an overall grade for the level after clearing all four Mares. Nights is then transported to Nightmare for a boss fight against one of Wizeman's "Level Two" Nightmarens. Each boss fight has a time limit, and the game ends if the player runs out of time during the battle. Upon winning the boss fight, the player is awarded a score multiplier based on how quickly the boss was defeated, which is then applied to the score earned in the Nightopia section to produce the player's final score for that Dream. The game also features a multiplayer mode, which allows two players to battle each other by using a splitscreen. One player controls Nights, whereas the other controls Reala. The winner is determined by the first player to defeat the other, which is accomplished by hitting or paralooping the other player three times.

The game features an artificial life system known as "A-Life", which involves entities called Nightopians and keeps track of their moods. It is possible to have them mate with other Nightopians, which creates hybrids known as "Superpians". The more the game is played, the more inhabitants appear, and environmental features and aesthetics change. The A-Life system features an evolving music engine, allowing tempo, pitch, and melody to alter depending on the state of Nightopians within the level. The feature runs from the Sega Saturn's internal clock, which alters features in the A-Life system depending on the time.

Nights into Dreams... was first released in 1996 and developed by Sonic Team and published by Sega for the Sega Saturn. The story follows teenagers Claris and Elliot, who enter Nightopia, a dream world where all dreams take place. With the help of Nights, an exiled "Nightmaren", they begin a journey to stop the evil ruler Wizeman from destroying Nightopia and consequently the real world. Players control Nights flying through Claris and Elliot's dreams to gather enough energy to defeat Wizeman and save Nightopia. The game is presented in 3D and imposes time limits on every level, in which the player must accumulate points to proceed.

The concept for Nights originated during the development of Sonic the Hedgehog 2 in 1992, but development did not begin until after the release of Sonic & Knuckles in late 1994. Programming began in April

1995 and total development spanned six months. The development team consisted of staff who worked on previous Sonic the Hedgehog games: Yuji Naka was lead programmer and producer, while Naoto Ohshima and Takashi Iizuka were director and lead designer, respectively. Naka and Ohshima felt they had spent enough time with the Sonic franchise and were eager to work on new concepts. According to Naka, the initial development team consisted of seven people, and grew to 20 as programmers arrived.

Sonic the Hedgehog creator and project director Ohshima created the character of Nights based on his inspirations from travelling around Europe and western Asia. He came to the conclusion that the character should resemble an angel and fly like a bird. Naka originally intended to make Nights into Dreams a slow-paced game, but as development progressed the gameplay pace gradually increased, in similar vein to Sonic games. The initial concept envisioned the flying character in a rendered 2D sprite art, with side-scrolling features similar to Sonic the Hedgehog. The team were hesitant to switch the game from 2D to 3D, as Naka was sceptical that appealing characters could be created with polygons, in contrast to traditional pixel sprites, which Sonic Team's designers found *"more expressive"*. According to Izuka, the game design and story took two years to finalise. The game's difficulty was designed with the intent that young and inexperienced players would be able to complete the game, while more experienced players would be compelled by the replay value.

Iizuka said that the game was inspired by anime and Cirque du Soleil's Mystère theatrical performance. The development team researched dream sequences and REM sleep, including the works of the psychoanalysts Carl Jung, Sigmund Freud and Friedrich Holtz. Iizuka analysed Jung's theories of dream archetypes and spent a considerable amount of time studying dreams and theories associated with them. Naka said that the main protagonist, Nights, is reflective of Jung's analytical "shadow" theory, whereas the two central characters, Claris and Elliot, were inspired by Jung's animus and anima.

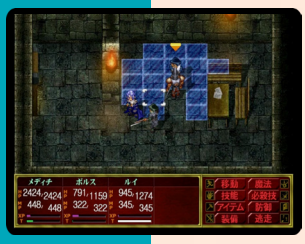
Christmas Nights, or Christmas NiGHTS into Dreams..., is a Christmas-themed two-level game of Nights into Dreams that was originally released in December 1996. It was introduced in Japan as part of a Christmas Sega Saturn bundle; elsewhere it was given away with the purchase of Saturn games such as Daytona USA Championship Circuit Edition (1996) or issues of Sega Saturn Magazine and Next Generation Magazine.

Christmas Nights follows Elliot and Claris during the holiday season following their adventures with Nights. Realizing that the Christmas Star is missing from the Twin Seeds Christmas tree, the pair travel to Nightopia to find it, where they reunite with Nights and retrieve the Christmas Star from Gillwing's lair.

Since its release, Nights into Dreams has appeared on several best game of all time lists. In a January 2000 poll by Computer and Video Games, readers placed the game 15th on their "100 Greatest Games" list, directly behind Super Mario 64. IGN ranked the game as the 94th best game of all time in their "Top 100 Games" list in 2007, and in 2008, Levi Buchanan ranked it fourth in his list of the top 10 Sega Saturn games. Next Generation ranked the game 25th in its list of the "100 Greatest Games of All Time" in their September 1996 issue (i.e. one month before they actually reviewed the game, and roughly two months before it saw release outside Japan). 1UP ranked the game third in its "Top Ten Cult Classics" list. In 2014, GamesRadar listed Nights into Dreams as the best Sega Saturn game of all time, stating that the game *"tapped into a new kind of platform gameplay for its era"*.

Nishikaze no Kyoushikyouku: The Rhapsody of Zephyr

7.1



Developer	SoftMax
Publisher	Marvelous
Release date	(jp) January 29, 2004
Genre	Role-playing
Mode	1 Player

Rhapsody of Zephyr is a Korean-made role-playing game and a side-story in The War of Genesis series. Unlike most other installments of the series, it has less tactical elements and is more close to the traditional Japanese-style RPG format.

The story of the game is loosely based on Alexandre Dumas' famous novel The Count of Monte-Cristo. The game is set in a pseudo-European New Age environment (17th -19th centuries). The hero of the game, a young nobleman Cyrano Bernstein, is betrayed by his fiancee Mercedes and is captured by the evil warlock Cesare Borgia. After fleeing from the prison, Cyrano swears revenge, and sets off to find a legendary sword sealed on a nearby island and to recruit allies in order to get involved in a war between two powerful empires.

The game features turn-based tactical combat, which allows the player to move the characters on the battlefield. The player can use a variety of magic spells, recruit townspeople to help the protagonists in battles, and have special statistics for weapons, which have their own HP and can be damaged and destroyed in battles.

"mobygames.com"

Limited Edition

J

Nitrobike

7.4

Developer	Left Field Productions
Publisher	Ubisoft
Release date	(us) October 14, 2008
Genre	Racing
Mode	1-2 (4) Players

Nitrobike is a take on the NES game of Excitebike, where the player takes the helm of a motorbike equipped with a nitro rocket, racing in 20 different tracks and over 60+ different events. The player must avoid stationary obstacles and slower riders. There is career mode where the player can unlock new characters and bikes.

"mobygames.com"

N P

Nobunaga's Ambition Series

Nobunaga's Ambition (信長の野望 Nobunaga no Yabō) is a series of turn-based grand strategy role-playing simulation games. The series takes its name from the historical figure Nobunaga Oda, whose ambition to control all of Japan exceeded all of the warlords that had come before him, and yet remained just out of his reach. The series was created by Yoichi Erikawa, who had originally co-founded Koei as a chemical wholesaling company; he developed the original game in his spare time. The game's success upon its release in 1983 led to his conversion of the company into a video game developer. The NES version of the original game was released in North America in 1988.

Since its inception, the Nobunaga's Ambition series has seen releases on most major platforms ranging from the PC and NES to the PS3 and Xbox 360, with variants and ports appearing on handhelds ranging from the Game Boy to the DS. The franchise has also expanded into the realm of social games and an MMO, and in 2012 saw a special crossover title with the Pokemon series.

5.9

Nobunaga's Ambition Online

Developer	Koei
Publisher	Koei
Release date	(jp) June 12, 2003
Genre	MMO, Turn-based strategy
Mode	1 Player

Nobunaga no Yabou Online is an MMORPG that was only available in Japan on PC and PS2, which had players take on the role of a samurai. Players could either live a life of a ronin mastering their skills, or go up the hierarchy and be taken in by clans.

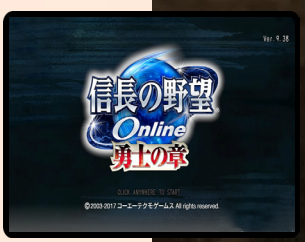
Nobunaga no Yabou Online: Haten no Shou

7.4

Developer	Koei
Publisher	Koei
Release date	(jp) December 13, 2006
Genre	MMO, Turn-based strategy
Mode	1 Player

This expansion pack includes new occupations, a new dungeon, new equipment, new growth system and more.

The added dungeon consists of six stages with land, sea and sky motifs, each of which is a comes with a high degree of difficulty that is not as straightforward as before.



Nobunaga no Yabou Online: Tappi no Shou

Developer	Koei
Publisher	Koei
Release date	(jp) March 26, 2008
Genre	MMO, Turn-based strategy
Mode	1 Player

The "Flying Dragon Chapter" is the second expansion pack in the series. Players can purchase land and build samurai residences according to the size of their power and their own status. A new dungeon system is also included in this game. The upper limit for leveling up has also been raised to 60. New skills are also included.

J

Nobunaga no Yabou Online: Souha no Shou

Developer	Koei
Publisher	Koei
Release date	(jp) December 15, 2004
Genre	MMO, Turn-based strategy
Mode	1 Player

"The Chapter of Conquest" is the third expansion pack for Nobunaga's Ambition Online. It includes the new zone, the mythical land "Kyushu", that the three daimyo of "Otomo" "Ryuzoji" "Shimazu" fight for. A new tutorial zone for beginners have been added, along with several other additions to the MMO.

J

Nobunaga no Yabou: Ranseiki

8.4

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) April 4, 2002
Genre	Turn-based strategy
Mode	1 Player

Nobunaga no Yabō: Ranseiki (信長の野望・嵐世記, lit. Nobunaga's Ambition: Chronicles of Turbulent Times) is the ninth title in the series, released February 2001 for Windows 98. This game returned to province-taking battles, and the a system of varying powers was introduced. Ports for PlayStation 2 and Xbox were made later.

J

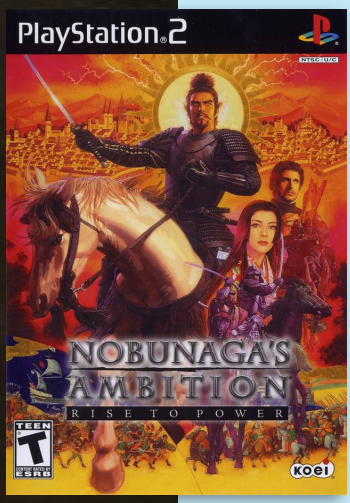
Nobunaga no Yabou: Soutensoku

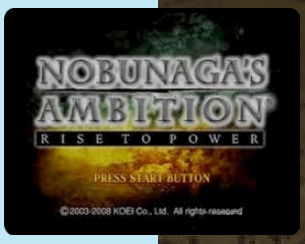
Developer	Koei
Publisher	Koei
Release date	(jp) January 30, 2003
Genre	MMO, Turn-based strategy
Mode	1 Player

Nobunaga no Yabō: Sōtensoku (信長の野望・蒼天録, lit. Nobunaga's Ambition: Records of the Blue Skies) is the tenth title in the series, released June 2002 for Windows 98. This game returned to castle-taking battles. It also became possible to play as a castle lord as well as a daimyō. Ports for PlayStation 2 and PlayStation Portable were made later.

Nobunaga's Ambition: Rise to Power

7.0





Developer	Koei
Publisher	Koei, (us) SCEA
Release date	(jp) April 1, 2004
Genre	Turn-based strategy, Role-playing
Mode	1 Player

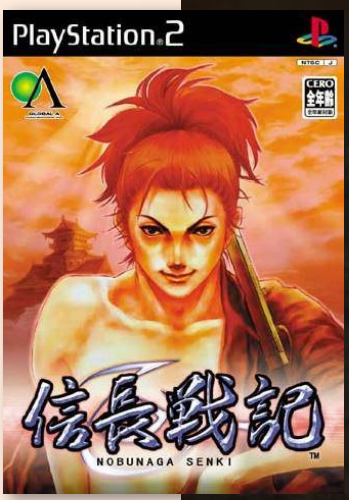
Nobunaga's Ambition: Rise to Power is the eleventh title in the series, released September 2003 for Windows 98. This game introduced castle towns and unified castle sieges. The administration screens transitioned to full 3D. A port for PS2 was made later; this was released in the U.S. as Nobunaga's Ambition: Rise to Power on February 5, 2008.

Nobunaga Senki

6.5

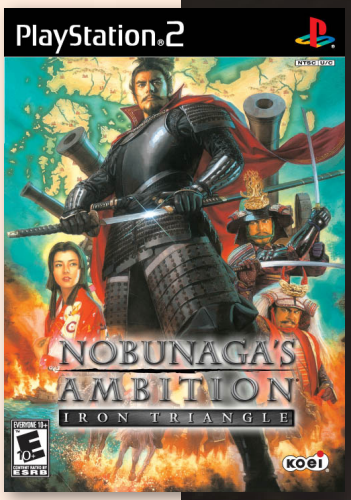
Developer	Global A
Publisher	Global A
Release date	(jp) June 3, 2004
Genre	Turn-based strategy
Mode	1 Player

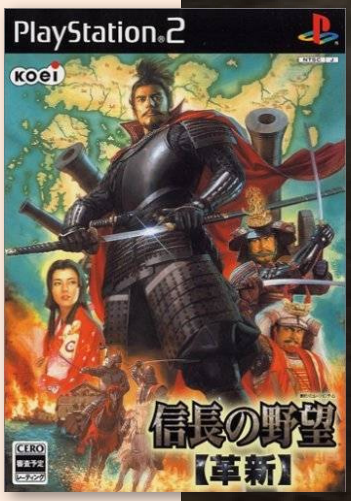
Set in the 16th centure, Nobunaga Senki deals with the historic wars in ancient Japan. The game itself is part adventure, part strategy game. In the adventure portions of Nobunaga Senki, players interact with characters via the multipath "Moshimo If" adventure system. When it comes to battle, the game switches to 2D strategy charts and isometric battle maps.



Nobunaga's Ambition: Iron Triangle

7.6





Premium Box

Developer	Koei
Publisher	Koei, (us) SCEA
Release date	(jp) February 2, 2006
Genre	Turn-based strategy, Role-playing
Mode	1 Player

Nobunaga's Ambition: Iron Triangle is the twelfth title in the series, released June 2005 for Windows 98. Ports for PS2 and Wii were made later.

Gameplay in Iron Triangle is a mixture between real-time and turn-based strategy. By pausing time, the player can make strategic decisions related to building structures, drafting troops, recruiting officers, and engaging in diplomatic relations with other factions. Each action requires a specific amount of resources, such as gold, as well as the assignment of at least one officer to see it through. However, none of these actions will be carried out until time is allowed to start again. As time progresses, the actions assigned will be completed, and the officers will return home once their tasks are done.

Combat is handled in real-time. When a player chooses to march their forces, they must select an officer to lead the force, the type of soldiers, such as infantry, calvalry, or muskets, tactics, and general behaviors, such as whether or not to pursue a retreating enemy. Once a unit is ready, the player must then assign a target for them, whether it be a base or an enemy unit.

When units engage in battle, they will strike at each other automatically and attempt to deplete each others' ranks. Special tactics can also be used to deal extra damage to the enemy, and can be either triggered manually by the player or set to trigger automatically. Soldiers that are not taken into battle will remain behind to defend the fortress and fight back invaders.

There are three basic modes of play in Iron Triangle:

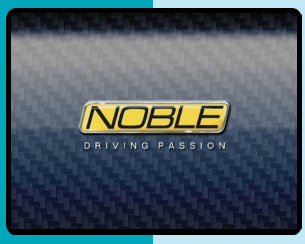
Unification Mode: The player must unite all sixty fiefs within Japan under his or her control

Local Mode: A smaller-scale mode in which the player must only unite the fiefs within the player character's region.

Challenge Mode: A series of unlockable challenge scenarios. In each, the player must complete a specified objective within a given time limit.

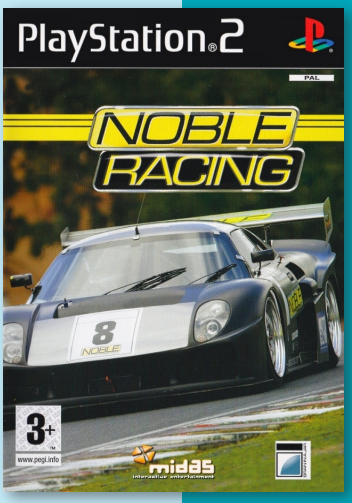
Noble Racing

5.7



Developer	Brain in a Jar
Publisher	Midas Interactive Entertainment
Release date	(eu) March 10, 2006
Genre	Racing
Mode	1-2 Players

Noble Racing is based around the car manufacturer, Noble Automotive Ltd.. The game feature several different Noble cars to drive including: M12 GT3-R, M400, Noble Racing Car and the M14 Concept Car. The game includes; Track Challenge, Club Event, Practice Drive and Car Challenge single player modes, among other game modes.



P

Nodame Cantabile

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) July 19, 2007
Genre	Adventure, Music
Mode	1 Player

This is an adventure game based on a manga by Tomoko Ninomiya that revolves around classical music. Players take control of the talented and eccentric piano student Nodame. There are more than 40 classical songs included in the game, and 25 songs that can be played with simple controls.

J

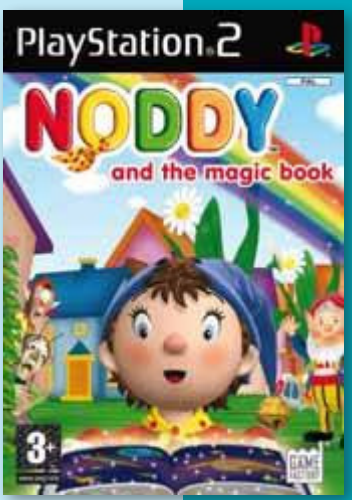
Noddy and the Magic Book

6.7

Developer	Neko Entertainment
Publisher	The Game Factory
Release date	(eu) October 13, 2006
Genre	Edutainment
Mode	1 Player

Noddy and the Magic Book is a game that teaches life lessons and imparts social values to children. The game is designed to exercise the player's hand-to-eye co-ordination.

At E3 2006, Noddy and the Magic Book won the 'Game Daily' Nod award for best children's title.



P

Nogizaka Haruka no Himitsu Cosplay, Hajime Mashita

7.6

Developer	ASCII Media Works
Publisher	ASCII Media Works
Release date	(jp) September 25, 2008
Genre	Visual novel
Mode	1 Player

The game is a visual novel based on the light novel series, Nogizaka Haruka no Himitsu, by Yūsaku Igarashi and Shaa. The game is about a group of students who aim to take part in and win the cosplay contest that is being held at the end of the summer vacation.

J

NYR: New York Race

7.4

P

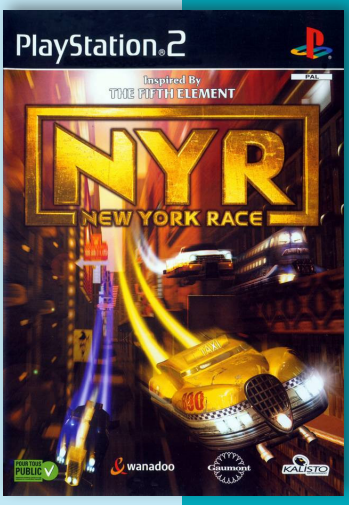
Developer	Kalisto
Publisher	Wanadoo
Release date	(eu) November 23, 2001
Genre	Racing
Mode	1-2 Players

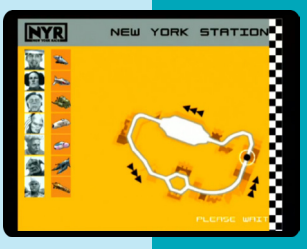
NYR: New York Race, also known as New York Race, is a science fiction racing game based on the film The Fifth Element released in 2001. Many of the characters from the film are playable, including characters that did not have a significant role in the film, and lacked names.

There are four different modes available in NYR, the main one being the Championship mode that takes place over four different categories; Qualification, Beginner, Pro and Expert. Other modes include Single Race, Time Attack and the Keirin mode, that eliminates the contestant in last place at every checkpoint until the last man remains.

In every race, players can pick up 4 elements which give them an added advantage: Water - leaves a liquid sphere behind the players that slows their opponents down if they hit it, Fire - allows players to shoot a homing fireball at their opponents, Earth activates a temporary shield and Air - gives players a speed boost.

The game allows the player complete freedom of movement on a vertical and horizontal axis. The races take place on 12 tracks, which can be unlocked by advancing through levels. The tracks are divided into four districts: Jet Set, Middle Class, Seedy District and China Town.

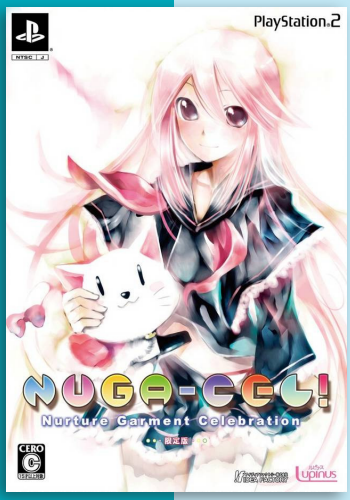




Nuga-Cel!

7.8

Limited Edition



Developer	Lupinus
Publisher	Idea Factory
Release date	(jp) July 30, 2009
Genre	Role-playing
Mode	1 Player

NUGA-CEL! Nurture Garment Celebration is a light-hearted simulation RPG set in a fantasy version of modern-day Tokyo. The player, as the unseen Master, must assemble a team of female fighters, dress them up in super-powered cosplay outfits, and lead them into battle to unify all of Tokyo-23. The game is divided into days, during which the player can manage their territories and team members, shop for and create new outfits, and either enter a dungeon or attack a neighboring territories. The available territories are often dictated by the story progression, and there are also various scenarios centering on the different characters in the player's team.

The defining aspect of the game is its cosplay system. In-game battles are turn-based, up to 3-vs-3. Each character can be assigned an outfit, which each give them different skills, abilities and appearance. However, as characters take damage, so do their clothes, which will eventually be destroyed leaving them vulnerable. It is necessary to switch and repair outfits to keep characters in fighting shape. Outside of battle, the player can purchase items and outfits at shops, and there is also an extensive crafting system where new outfits and items can be produced.

"mobygames.com"

North Wind: Eien no Yakusoku

8.0

Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) April 28, 2005
Genre	Visual novel
Mode	1 Player

The story of North Wind takes place in a small town surrounded by the mountains. Every winter there, a special event called the “Love Letter Festival” is held. Makoto Akizuki, the main protagonist and player character, has been living in Tokyo for the last three years, and is now visiting that town.

J

NPPL Championship Paintball 2009

4.5

N P

Developer	FUN Labs
Publisher	Activision Blizzard
Release date	(us) November 18, 2008
Genre	First-person shooter
Mode	1 Player

NPPL: Championship Paintball 2009 is a first person paintball game by Romanian developer Sand Grain Studios released for Xbox 360, PS2, PS3 and Wii. The game features multiple game modes, officially licensed gear, and authentic tournament locations and field layouts from the NPPL, the Millennium European Paintball Series, and the XPSL.

Nurse Witch Komugi-Chan Magical te

7.3

Developer	Kid
Publisher	Kid
Release date	(jp) February 26, 2004
Genre	Adventure
Mode	1 Player

The game is based on the OAV, Nurse Witch Komugi. The story revolves around Komugi Nakahara, a cosplay idol who turns into Magical Nurse Witch Komugi when trouble is around.

The limited edition includes a music CD and a Komugi Nakahara figure which measures 5.70” tall.

“psxdatacenter.com”

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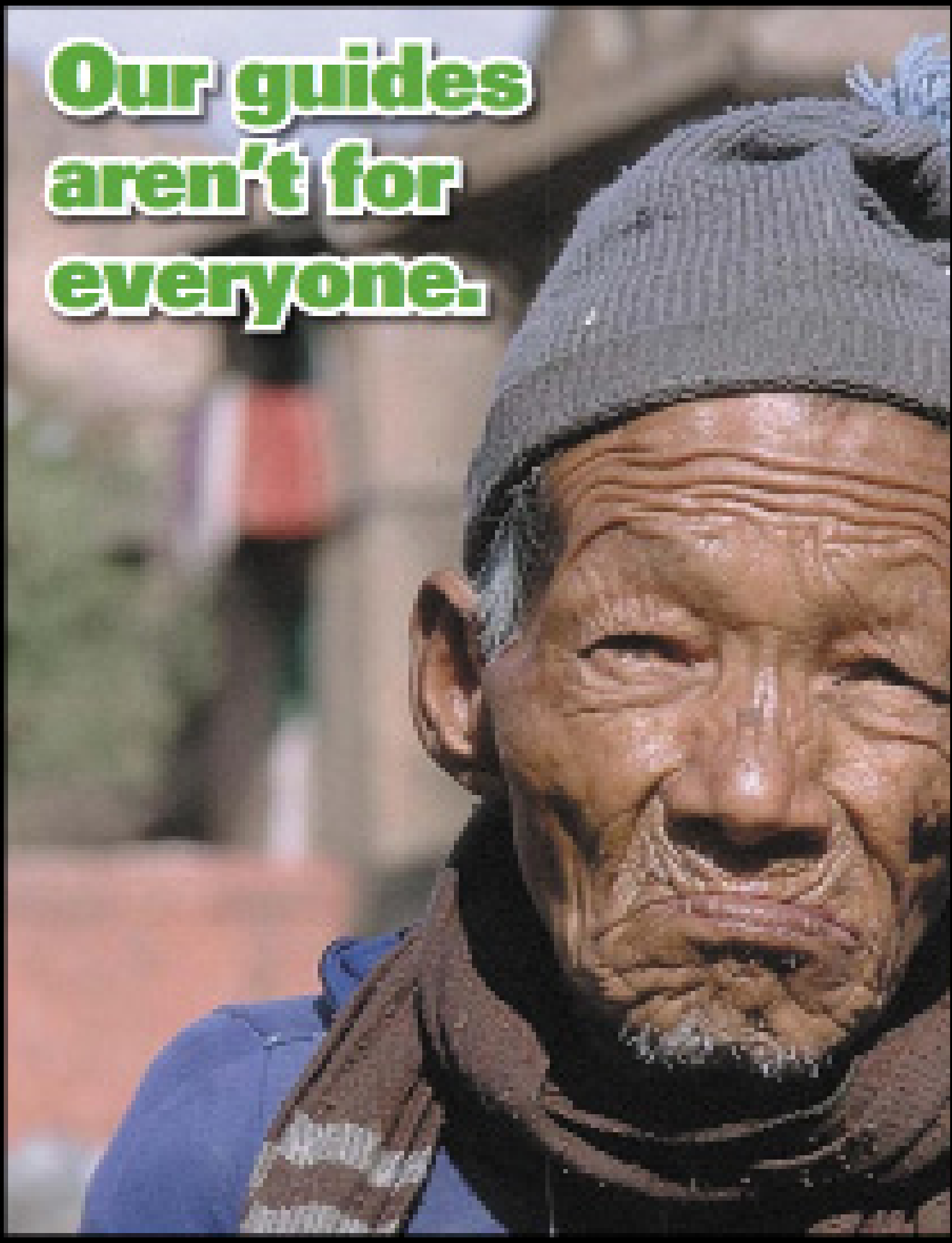
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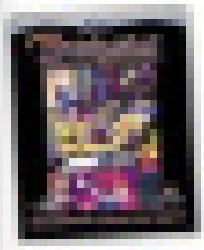

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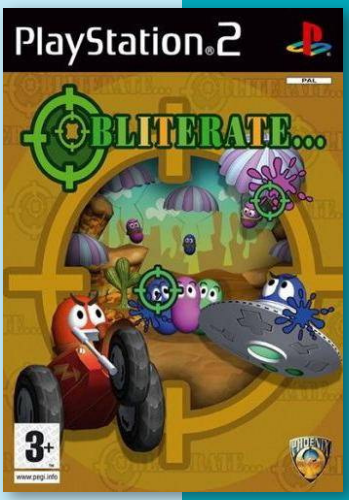
Obliterate

7.0

Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(au) April 21, 2006
Genre	Shooter
Mode	1 Player

Obliterate was developed by Phoenix Games and published by Atari SA, which was released in Australia in 2006.

The game is a budget shooter where players will have to stop aliens invading earth. The game is similar to Point Blank series where players need to hit targets onscreen. The game is not light gun compatible, but use a controller to aim.



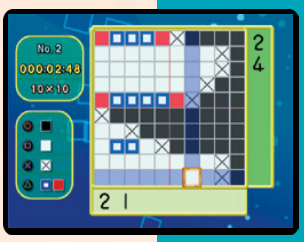
Oekaki Puzzle

7.7

Developer	Success
Publisher	Success
Release date	(jp) September 11, 2003
Genre	Puzzle
Mode	1 Player

Oekaki Puzzle is a budget puzzle game, published by Success, which was released in Japan in 2003. The game is a Nonogram puzzle game (also known as Picross) in which cells in a grid must be colored or left blank according to numbers at the side of the grid to reveal a hidden picture.

The game was also released on PlayStation.



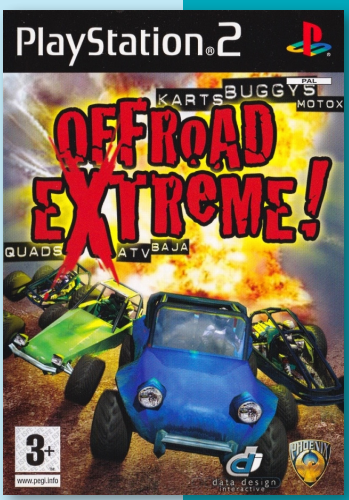
Offroad Extreme!

7.3

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Racing
Mode	1-2 Players

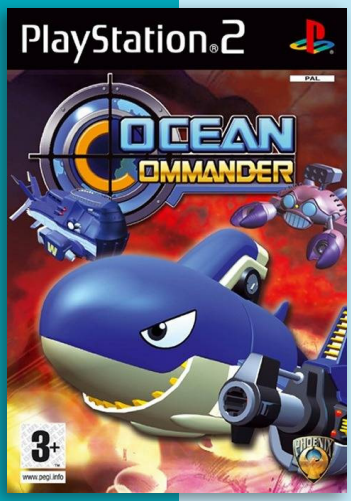
Offroad Extreme! is a budget racing game, developed and published by Phoenix Games, which was released in Europe in 2007.

The game feature 8 all-terrain vehicles that players can choose from and different game modes, including a two-player mode.



Ocean Commander

6.0



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Shooter
Mode	1 Player

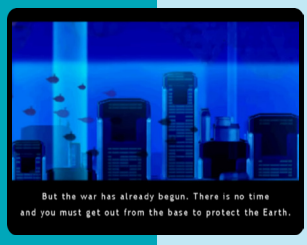
Ocean Commander (also known as Underwater Attack) is a submarine themed scrolling shooter, released for the PS2, Nintendo DS and Wii.

The sub appears on the left of the screen while the background scrolls right to left. The submarine can move all around the scrolling screen. It carries a weapon that can be rotated through 360 degrees while firing continually. Enemies attack from all sides, from above and from below. They fire torpedoes, homing missiles, and other weapons while others just ram the sub.

The game has two modes of play, Survival where the player faces hordes of enemies and must survive for as long as possible, and Mission in which the player faces an end of level boss as they complete each stage. Points are scored for every enemy destroyed and, when playing in Mission mode, these can be spent on weapon and ship upgrades.

The PS2 version of the game is extremely rare. Most likely, only a handful of the UK Ocean Commanders have been found so far. The Italian version is also expensive, but easier to find on auction sites.

"mobygames.com"



P

Ojousama Kumikyoku: Sweet Concert

8.2

Developer	Pione Soft
Publisher	Pione Soft
Release date	(jp) April 26, 2007
Genre	Visual novel
Mode	1 Player

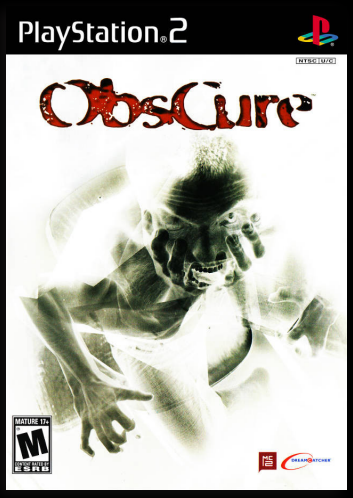
The protagonists in the game is named Kaoru, a girls name. After changing schools he gets enrolled to a girls high school by mistake. When the girls find out, he becomes an object for them all to fight over.

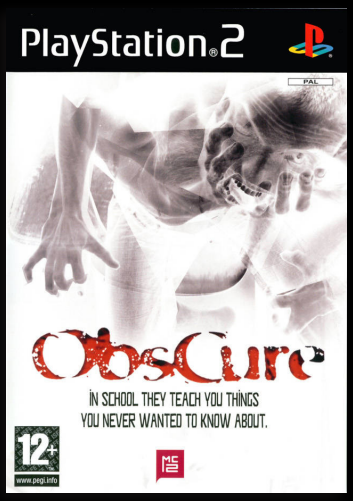
The Special Pack Edition includes a drama CD and a strap.

J

Obscure

6.5





Developer	Hydravision
Publisher	Microids, (us) DreamCatcher Interactive
Release date	(eu) October 1, 2004
Genre	Survival horror
Mode	1-2 Players

Obscure is a survival horror developed by Hydravision Entertainment and published by DreamCatcher Interactive in North America, Ubisoft in China and MC2-Microïds in other territories for Windows, PS2 and Xbox.

The story focuses on five senior high students of a private high school who stumble upon a laboratory where experiments are being done on the selected individuals of the student body. Their mission is to rescue Kenny, warn the school, save their teachers, and get out alive.

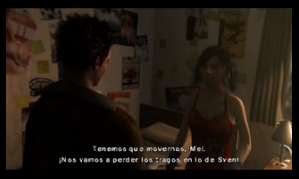
Obscure gives players the ability to control and switch between any of five playable characters. Given that he or she will be playing in pairs of characters, the other characters will be computer-controlled, or a second player can join in at any time. The five characters; Josh Carter, the reporter for the school paper. Stanley Jones, the stoner. Kenny Matthews, the varsity athlete. Shannon Matthews, Kenny's smart younger sister. Ashley Thompson, the cheerleader. And Dan. Each of the characters have different abilities, but none of them are necessary to complete the game. Each character can perform the same physical acts even if it takes some characters longer and/or more effort than others. The puzzles generally aren't taxing enough to require much help, and if any teen cast members should die during the adventure, the player may simply continue on with those remaining.

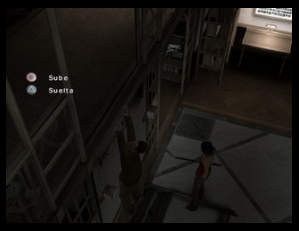
Obscure has a two-player cooperative mode that allows the player to complete the campaign with a friend. The game also allows players to combine items, for example taping a flashlight to any firearm. Some critics, including X-Play, have stated that this was the only redeeming quality, and mocked id's Doom 3 for not implementing such a concept.

Obscure recieved mixed to positive reviews from critcs. However, many critics praised the Co Op component saying that it is what Resident Evil should have been, although Resident Evil Outbreak was released around the same time, but did not contain an offline multiplayer component.

Obscure: The Aftermath

6.0





Developer	Hydravision
Publisher	Playlogic, (us) Ignition Entertainment (US)
Release date	(eu) September 7, 2007
Genre	Survival horror
Mode	1-2 Players

Obscure II (known in North America as Obscure: The Aftermath) was released for Windows, PS2, Wii and PSP. Obscure 1 and 2 were both released as a HD remake on Steam.

The story is set two years after the "Leafmore Incident" (the events of the first Obscure); Shannon and Kenny are now enrolled in the nearby Fallcreek University, while Stan is reforming his life as a Delivery Truck Driver. Stan and Kenny have to take medication to prevent the effects of the plant from infecting their bodies, while Shannon has been able to adapt to the changes.

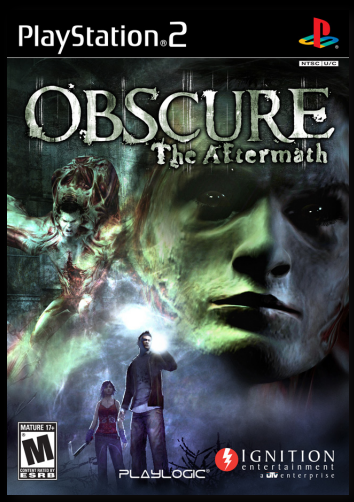
As the story begins, a new drug created from a strange flower is quickly spreading its influence over the University's populace. Soon enough, a small group of students, along with the Leafmore High survivors have to face a horde of mutants and try to stay alive.

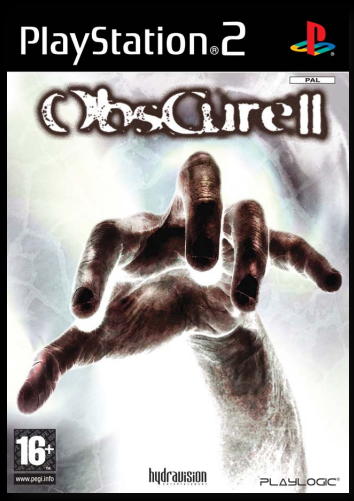
Characters include; Shannon Matthews, Kenny's younger sister. Shannon succeeded at adapting to the experiments and does not have to take medication to cope with them. Stanley Jones. Kenny Matthews, Shannon's older brother. Corey Wilde, a car enthusiast and a skater. Mei Wang, Jun's twin sister. Jun Wang, a gamer. Sven Hansen, who is fanatical about his birth nation, Norway and hockey. And Amy Brookes, a young, smart, blonde girl who exploits her good looks and is quick to tease just for the fun of it.

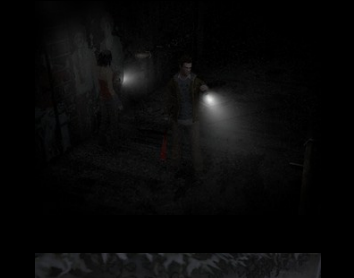
ObsCure II has received positive and mixed reviews and has an aggregate score of 60/100 on Metacritic. IGN, who gave the game a 7.5/10 praised the graphics, saying that it has *"detailed, atmospheric environments and respectable character models"*, but criticized the game for its *"pretty cheap cutscenes"* and *"lacking plot"*. The public in general on metacritic from users, the rating from users is 9.0/10.

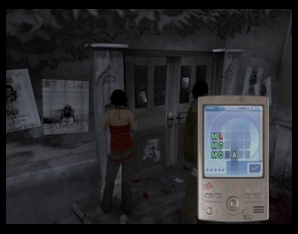
A prequel to Obscure 2, known as ObsCure D was announced for PS3, Xbox 360 and Windows in mid 2012. However, the game was cancelled and reworked into a completely unrelated title, Final Exam. The original plotline was later leaked online.

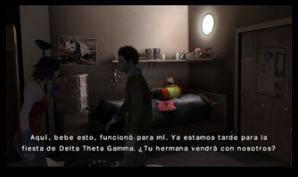
"obscure.wikia.com"











8.3

Odin Sphere

JNP

Developer	Vanillaware
Publisher	Atlus, (eu) Square Enix
Release date	(jp) May 17, 2007
Genre	Action role-playing
Mode	1 Player

Odin Sphere is an action role-playing game developed by Vanillaware for the PS2. A remake, titled Odin Sphere Leifthrasir, was released on PS3, PS4, and PlayStation Vita in 2016.

The story follows five characters on the fantasy continent of Erion during a war between the nations of Ragnanival and Ringford over a weapon called the Crystallization Cauldron, and their roles in the Armageddon, a catastrophe which will destroy Erion.

Odin Sphere is a 2D side-scrolling action role-playing game where the player takes control of five different characters across six playable scenarios. Areas within levels are circular stages allowing movement left or right with exits leading to other areas; the main goal in each area is to eliminate all enemies and proceed to the next area. Combat—which uses a beat em up-style battle system—takes place within these areas, and revolves around the player character using a combination of physical attacks and Psypher skills, skills tied to each character's magical weapon. Combination attacks are triggered by attacking enemies continuously. Jumping can be used to reach airborne enemies within stages. At the end of each battle, grades are awarded based on the battle time, damage taken from enemies, and the amount of damage dealt. The amount of in-game currency the player receives as a reward after each battle depends on the battle grade.

Rather than the typical experience point-driven character growth of most role-playing games, each characters' abilities is linked to their Psyphers, and the amount of damage characters can inflict depends upon the strength of their Psypher. These two elements are upgraded by collecting Phozons, spirit energy released from defeated enemies. Phozons fill a magic meter, which is used to trigger special skills. All physical attacks drain a character's POW (power) gauge, and if depleted entirely the character must rest until the gauge refills. Tied to Phozons and leveling is a farming system, where seeds planted and fueled with Phozons provide meals which raise a character's level, boosting their health and abilities. Food can be grown in the wild using seeds, but later two restaurants are available where prepared meals can be eaten. Various elements, such as food and material, can be used together using an Alchemy system which allows for the creation of potions with various effects, from dealing damage to healing the main character.

Odin Sphere was the brainchild of George Kamitani, a video game designer who had worked on Princess Crown, a 1997 Japan-exclusive side-scrolling action RPG developed by Atlus for the Sega Saturn. The game was developed by Vanillaware, a studio created by former Atlus staff including Kamitani to create successor projects to Princess Crown. Initially founded as "Puraguru" in 2002 when it worked on Fantasy Earth: Zero, the company changed its name in 2004 when the staff moved to Kansai. It was during his time working on Fantasy Earth: Zero that Kamitani met the found-

ing members of Vanillaware. Odin Sphere, which began development in 2004, was designed as a spiritual successor to Princess Crown, specifically evolving the multi-layered narrative style of the original game. The game's programmer was Kentaro Ohnishi, one of the founding members of Vanillaware. The producer was Atlus staff member Akiyasu Yamamoto. According to Ohnishi, the project started as a direct sequel to Princess Crown, but later became a spiritual successor which incorporated multiple nods to the original game. The reason it changed was that the initial plan for the Princess Crown sequel was to have used 3D visuals, which would have looked wrong with Kamitani's character designs and artwork.

Development was difficult for the team due to its small size and hardware difficulties when trying to fit high-quality artwork onto the PlayStation 2, resulting in compromises in the visual quality the team had initially planned for the project. This pressure lasted right up to release, as Ohnishi needed to do emergency work to fix game-breaking bugs. Development was completed in 2006. Vanillaware had great difficulty securing a publisher and the necessary funding for the project, as Kamitani's last project had been the unsuccessful Princess Crown over seven years before. They made unsuccessful pitches to multiple publishers before the title was finally accepted by Atlus, although there was some doubt as to whether it would prove a success. While the game was completed in 2006, Atlus delayed its release into 2007 as they did not want it to cannibalize the market for their other titles, particularly Persona 3. Odin Sphere was first revealed in February 2007, three months prior to release. Odin Sphere eventually released on May 17, 2007.

The initial concept for Odin Sphere was of a story revolving around a

Valkyrie princess, inspired by Kamitani's wish to emulate the protagonist of Princess Crown and hearing at second hand about planning at tri-Ace for Valkyrie Profile 2: Silmeria, which involved Norse mythology and featured a princess as its main protagonist. Kamitani's Valkyrie protagonist, who would become Gwyndolin, was created before the rest of the game's world and story were finalized. Working from this initial idea and its roots in Norse mythology, Kamitani began writing a romantic storyline for Gwyndolin and Oswald as the central narrative, basing it on Der Ring des Nibelungen by Richard Wagner. He then added further elements inspired by the works of William Shakespeare and traditional European fairy tales. The other narratives focused on different themes: Mercedes' storyline focused on her maturation into a queen, Velvet's story focused on resolving a mystery, while Cornelius' story narrative modeled after traditional fairy tales as a homage to the early PC game Marchen Veil. As with his other projects, Kamitani included strong female characters, as he felt a woman pushed into summoning the courage to fight deserved victory. There were plans to create backstory elements for characters like Odin and an extra book focusing on Ingway, but the negative impact those elements would have resulted in them being cut.

Kamitani acted as art and character designer for the game, with additional art for elements such as food provided by Shigatake. So as to distance the appearance of Gwyndolin and other Valkyries in Odin Sphere from the Valkyries of the Valkyrie Profile series, Kamitani modeled their outfits after ballet tutus. The character Mercedes was a fairy version of Gradriel De Valendia, the main protagonist of Princess Crown. Velvet's design was described

as an "Arabic Little Red Riding Hood". More sensual elements of his female character designs came about through chance rather than deliberate design. Despite the general move to 3D graphics in the gaming industry, the team decided to use 2D graphics, as Kamitani felt the style was stagnating. The use of 2D graphics meant that traditional cinematographic camera work for cutscenes was impossible to achieve, so the team instead modeled them after scenes from a stage production. This style was also chosen due to the story's Shakespearean atmosphere. The character graphics were hand-drawn in a process Kamitani dubbed "tebineri", or hand-shaping. The toolset used to create the graphic animations was heavily inspired by the similar animation style used for Adobe Flash products. An element that proved troublesome was character movement, which was hard to make behave within the limited hardware specifications of the PS2. A cited example was how Velvet's breasts jiggle slightly when she stops moving. This was intended for more female characters, but due to the hardware limitations it was restricted to Velvet.

The game was localized for the West by Atlus USA. The project leader was Bill Alexander, the lead translator was Sammy Matsushima, while dialogue editing was handled by Mike Meeker. As with their other localizations such as for the Persona series, the team tried to stay faithful to the original text. This proved easier than for the Persona series as its fictional setting meant there were no cultural in-jokes that would not be understood outside Japan. The localization took place from 2006 to 2007: the project was an unusual one for Atlus, as it was an entirely new intellectual property from a studio that was still little known in the West. When tasked with localizing the game for Western markets, the team were told that the game had a Shakespearean feel, so Matsushima created a script that reflected that: with the concept of a play in mind, the dialogue was written to give a noble feel to the characters, in addition to fairy tale elements fitting in with its frame story of a girl reading books. For his part, Meeker read King Lear and A Midsummer Night's Dream to find the correct style for his writing, in addition to reading Beowulf to properly capture the narrative's darker elements.

Odin Sphere released in North America on May 22, 2007, less than a week after the game's Japanese release. In Europe, it was released on March 14, 2008 by Square Enix. Available with in-game text in English, French, German, Spanish and Italian, it was the first non-Square Enix title the company released in Europe. The European version also included technical improvements that allowed the game to run better than the North American version. It was also published in Australia on March 13. The Japanese voice track was included in the game as a special extra feature for fans of anime. The localization process was timed so that the Japanese and North American releases were days apart rather than months, which put extra pressure due to some promotional assets still being in development in Japan.

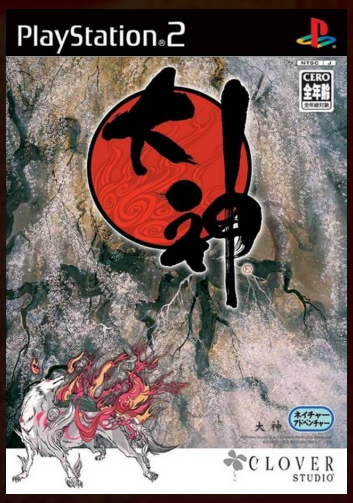
Odin Sphere scored 83/100 on Metacritic, denoting a generally positive reception and being the 7th best-reviewed PS2 game of the year. Editors of Famitsu Weekly magazine gave the Japanese version a 32 out of 40 cumulative score, earning it the publication's Silver Award, with critics praising the title's graphics and *"intuitive"* controls, but also remarked that its difficulty was high and many areas of the game looked too similar. Play Magazine awarded it a perfect score, stating that *"In the case of Odin Sphere, [we are] confident that this is a perfect game, and that anyone who comes to it will derive the same,"* praising its 2D graphics, detailed storyline, and unique combat system as high points. Western reviewers generally praised the game highly: the story was cited as both compelling and well-told, with it being compared to the works of Shakespeare and the A Song of Ice and Fire book series. The gameplay systems and controls were generally praised, but while crisisms was laid upon elements of repetition in its combat and progression, and its inventory system. The graphics were unanimously praised, with many comparing it to classic storybooks. A recurring criticism was slow-down during crowded battle sequences.

In its debut week in Japan, Odin Sphere sold 59,248 units, reaching #3 in the charts. It went up to second place in the charts the following week. Sales capped out at 96,280 units in the region by the end of 2007. Upon release in North America, the game reached the top of sales charts and remained there into the following week. It was among the top 20 best-selling titles in North America during its debut month, and was the only title in that ranking not to be a sequel or belong to an established brand. Upon its release as a PS2 Classic on the PlayStation Network in October 2011, the game was the best-selling out of five concurrent releases including God Hand, and reached #15 in the PSN charts for that month. According to a later statement by Atlus' parent company, Odin Sphere had sold 350,000 units worldwide during the 2007 to 2008 period, placing it among the PS2's "Greatest Hits" line. The financial success of the game for Vanillaware was contributed by Kamitani to high royalty payments set by Atlus as part of the publishing contract. As of 2015, the game has sold over 500,000 copies worldwide.

Odin Sphere became the recipient of several website and magazine distinctions, particularly during IGN's "Best of 2007" PlayStation 2 awards, where the game won "Best Artistic Design", "Best Story", "Most Innovative Design", and "Best RPG". It was a runner-up in the PlayStation 2 categories for "Best Original Score" and "PS2 Game of the Year", additionally earning its developer Vanillaware "Best Developer" along with GrimGrimoire, also released in 2007. It was favorably mentioned by multiple editors in RPGFan's "Games of 2007" awards, while it was in third place for the 2007 RPGamer Award for best PS2 title behind GrimGrimoire and Persona 3. The game also won GamesRadar's "Pure Beauty" award during their Platinum Chalice Awards, with the website remarking that "The graphics here are so artistic it's hypnotic, if not literally breathtaking."

The delayed release of Odin Sphere led to issues with the company: they needed to start other projects to keep their company going, leading to the development of GrimGrimoire. The development of GrimGrimoire drained the company's funds, forcing Kamitani to take out a flexible loan of 20 million yen to keep the company afloat and fund development for their next projects, in addition to finding new publishers as Atlus refused to take any more of Vanillaware's products until they had seen how Odin Sphere performed commercially. Nippon Ichi Software would handle GrimGrimoire, while Marvelous Entertainment accepted their next project, Muramasa: The Demon Blade for the Wii. The commercial success of Odin Sphere both enabled the development of Muramasa: The Demon Blade and cleared Kamitani's debt. In tandem with their other titles, Odin Sphere helped establish Vanillaware as a respected developer.

9.3



JNP

Okami

Developer	Clover Studio
Publisher	Capcom
Release date	(jp) April 20, 2006
Genre	Action-adventure
Mode	1 Player

Ōkami (Japanese: 大神, lit. "great god" or "great spirit") is an action-adventure game developed by Clover Studio and published by Capcom. It was released for PS2 in 2006 in Japan and North America, and in 2007 in Europe and Australia. Despite the closure of Clover Studio a few months after the game's initial release, a version for Wii console was developed and produced by Ready at Dawn, Tose and Capcom, which was released in North America in April 2008, in Europe in June 2008, and in Japan in October 2009. Ōkami was one of the last PS2 games selected for release prior to the release of the PS3. A high-definition port of the game, remastered by Capcom and HexaDrive, was released on the PS3 via the PlayStation Network in October 2012 and for retail in Japan in November 2012, supporting the use of the PlayStation Move motion controller. The high-definition port was also released for Windows, PS4 and Xbox One in December 2017 worldwide, and then for Nintendo Switch in August 2018.

Set sometime in classical Japanese history, the game combines several Japanese myths, legends and folklore to tell the story of how the land was saved from darkness by the Shinto sun goddess, named Amaterasu, who took the form of a white wolf.

The game has the player controlling the main character, Amaterasu, in a woodcut, watercolor style, cel-shaded environment, which looks like an animated Japanese ink-illustration (known as ink wash painting, sumi-e) with other styles of art. The gameplay style is a mix of action, platform, and puzzle gaming genres, and has been noted by many reviewers to have numerous similarities in overall gameplay style to The Legend of Zelda series, an inspiration that director Hideki Kamiya, a self-proclaimed Zelda fan, has admitted has influenced his general game design. The main story is primarily linear, directed through by Amaterasu's guide Issun, though numerous side quests and optional activities allow for players to explore the game world and take the story at their own pace. By completing quests, side quests and small additional activities (such as making trees bloom into life or feeding wild animals), Amaterasu earns Praise, which can then be spent to increase various statistics of the character, such as the amount of health and number of ink wells for Celestial Brush techniques.

Combat is staged in a ghostly virtual arena, and Amaterasu can fight enemies using a combination of weapons, fighting techniques and Brush methods to dispatch the foes. At the end of combat, money (as yen) is rewarded to Amaterasu, with bonuses for completing a battle quickly and without taking damage. The money can be spent on numerous items from merchants across the land, including healing goods, better weapons, tools and key items for completing quests. The money can also be used to buy new combat techniques at dojos throughout the land.

Additionally, rare Demon Fangs can be earned through combat which can be traded for addi-

tional, unique items that are beneficial in gameplay but not required to complete the game. Weapons inspired by the Imperial Regalia of Japan (the Reflector, the Rosaries and the Glaive) can be equipped on Amaterasu as either main or sub-weapons (one each), and used in addition to other melee attacks that the player can have Amaterasu learn through the course of the game.

Unique to Ōkami is the Celestial Brush. Players can bring the game to a pause and call up a canvas, where the player can draw onto the screen, either using the left analog stick on the DualShock controller This feature is used in combat, puzzles and as general gameplay. For example, the player can create strong wind by drawing a loop, cut enemies by drawing a line through them or fix bridges by painting on the broken one, amongst many other abilities. These techniques are learned through the course of the game by completing constellations to release the Celestial Brush gods (inspired by the Chinese zodiac) from their hiding spots. It is also possible to upgrade or modify certain Brush powers later in the game; for example, the Celestial Brush power "Inferno" can gain a new power called "Fireburst", which has a different drawing pattern, and allows players to create flames without relying on torches or other related items. The player's ink for drawing is limited by the amount available in special ink wells, preventing the player from solely using Brush techniques to defeat enemies; ink is restored in the wells over time when the Brush is not used.

Ōkami resulted from the combined ideas of Clover Studio. The game was originally built around *"depict[ing] a lot of nature"*, but had no central concept or theme, according to lead designer Hideki Kamiya. Kamiya eventually created a minute-long demonstration movie showing a wolf running about a forest, with flowers blossoming in its wake, but still lacked any gameplay. Kamiya and other members of the team introduced ideas around the nature aspect and eventually led to the game's initial prototype, which Kamiya admitted was *"incredibly boring to play"*. Kamiya suggested that he allowed so many ideas from the team that resulted in the development moving off-target, including creating more of a simulation. Eventually, they settled onto the gameplay found in the final product.

The art in Ōkami is highly inspired by Japanese watercolor and wood carving art of the Ukiyo-e style, such as the work of Hokusai. Ōkami was originally planned to be rendered in a more photorealistic 3D style. However, Clover Studio determined that the more colorful sumi-e style allowed them to better convey Amaterasu's association with nature and the task of restoring it. The change was also influenced by limitations in the PS2 hardware to render the photorealistic 3D graphics. As a result of the switch to the watercolor style, the idea of the Celestial Brush came

about. Atsushi Inaba, CEO of Clover, noted that *"Once we fixed ourselves on a graphical style and got down to the brushwork, we thought 'Wouldn't it be great if we could somehow get the player involved and participate in this artwork instead of just watching it?' That's how the idea of the Celestial Brush was born"*. Original concepts for enemies included the use of dinosaurs, but the designs settled onto more demon-like characters.

Amaterasu's initial designs were aimed to avoid having the character look like "your pet wearing clothing". The developers had considered having Amaterasu change into a dolphin when in the water and a falcon when jumping off a cliff, but dropped these ideas. Sakuya, designed around a peach motif, was envisioned with what were called "level 2" and "level 3" designs where the character would wear less clothing as the story progressed, but the "level 3" appearance, effectively naked, was vetoed by Inaba. Waka's character was aimed to be a Tatsunoko-like character, with the hood designed to be reminiscent of those worn by the Gatchaman. Orochi in Japanese mythology is a gigantic creature, so lead character designer Takeyasu Sawaki designed the back of the demon to include a garden and palace; this inspired the game designers to include a bell in those structures that would be Orochi's fatal weakness in the game.

The localization team had to translate 1500 pages of text to make sure it made sense in a *"native check"*, because of lack of plurals in the Japanese language and the large number of characters and conditional conversations that the player could interact with. The team recognized that certain elements of the game would not be recognized by Western audiences, but left enough text and details to allow the players to look up the information for themselves. Only one puzzle in the game had to be changed as it required knowledge of the steps in drawing a kanji character which would be readily known for Japanese audiences; for the Western release, these steps were demonstrated in the game. The team noted that personalities of characters could be easily conveyed in Japanese text simply by the way sentences were constructed or slurred, a feature that could not directly be applied to localization. Instead, working with Kamiya, the team scripted the localization to either recreate the personality to match the Japanese version, or to create a whole new set of mannerisms for the characters as appropriate.

Much of Ōkami centers on characters from Japanese Shinto spirituality and legendary historical figures. A major plot parallels the slaying of the eight-headed serpent, Yamata no Orochi by the Shinto god Susanoo, recreated as the characters of Orochi and Susano, respectively, within the game.

Throughout the game, Ōkami includes several references (in visual effects, animation, or dialogue) to other Capcom titles such as Viewtiful Joe, which Clover Studios also developed. For example, Mrs. Orange's technique for making cherry cake parodies Street Fighter's Akuma's Shun Goku Satsu, complete with a kanji word displayed on screen with her back-facing the screen.

Ōkami received critical acclaim, with a score of 93/100 on Metacritic.

GameSpot gave it a 9 out of 10 and selected it as an Editor's Choice, citing that its *"visual design instantly stands out, but it turns out to be just one of many inspired aspects of this impressive action adventure game."* IGN gave the game a 9.1 out of 10, as being *"beautiful, charismatic, engaging and one of the most original games you'll play anytime soon."* Electronic Gaming Monthly's three reviewers gave it a 9, 9.5, and 9 out of ten, one saying: *"I'll be surprised if you can find a better game on any system this fall."* Newtype USA named Ōkami its Game of the Month for October 2006, heralded the pacing as *"nearly flawless"* and proclaimed *"Ōkami is that rarest of beasts: a game without any obvious flaws. Clover's creativity and attention to detail are on full display here. Shame on any gamer who passes up this divine adventure."* Eurogamer scored the game 10/10 saying *"Right from the start it conjures an atmosphere of being something special, but to keep that level of quality up consistently over 60 hours ensures that this will be a game that will be talked about for years to come"*. In 2007, Ōkami was named eighteenth best PlayStation 2 game of all time in IGN's feature reflecting on the PlayStation 2's long lifespan. Famitsu gave the game a near perfect score of 39 out of 40, the 15th game to date to receive this score from the publication.

However, the game was noted to have some flaws. The game was criticized for its uneven difficulty. Reviewers have also noted some difficulty in getting the game to recognize the correct Celestial Brush patterns, as well as excessive amounts of dialog, particularly at the introduction, which was also hampered by the computer-generated voices used instead of voice acting.

The Wii version of Ōkami has received generally similar praise to the PS2 version, with GameSpot stating that the support for widescreen and the Wii controls *"make it even more relevant today than it was in 2006"*.

The high-definition release on the PS3 was praised for being the *"definitive"* version of the game, with the rendering in 1080p helping to make the graphics style of the game stand out.

The release of Ōkami HD for Windows, PS4, and Xbox One in 2017 was critically praised, establishing that the decade-old game still remained relevant.

Ōkami's initial showing at the 2005 E3 Convention garnered severals awards and recognition, including 1UP's "Best PS2 Game", "Best Game of Show" (second place), and "Best Action Game" (third place); IGN's "Best PS2 Game of Show", and runner-up for "Best of Show" and "Most Innovative Design"; and X-Play's "Most Original Game". GameSpy recognized it as the fifth best game showing for the convention.

Upon release, Ōkami appeared as the "Game of the Month" for IGN, Electronic Gaming Monthly, and Game Informer. IGN, Edge Magazine and Game Revolution rated it as the best overall game of 2006, while GameTrailers and PSM named it best PS2 game for 2006. IGN further awarded the game the "Best Overall" and "PS2 Adventure Game", the "Best Overall" and "PS2

Artistic Design", the "Overall" and "PS2 Most Innovative Design", and the "Best Overall Story". GameSpot awarded the game for the "Best Artistic Graphics" for 2006. IGN named Ōkami 90th game of all time as of 2017. In 2010, GamePro ranked it as the fifth best game for the PlayStation 2.

Ōkami has also won awards from outside the mainstream gaming press. The game earned the "Best Character Design" and only one of three Innovation Awards at the 2007 Game Developers Choice Awards. Ōkami won the Grand Prize in the Entertainment Division of the 2006 Japan Media Arts Festival. On 13 August 2007, it was also awarded the best "Animation in a Game Engine", "Art Direction in a Game Engine", "Outstanding Original Adventure Game", and "Game of the Year" in the 2006 awards by the National Academy of Video Game Trade Reviewers (NAViGaTR). Ōkami was given an "Award for Excellence" from the Japanese Computer Entertainment Supplier's Association (CESA) at the Japan Game Awards 2007 and was later given 2009 CESA Developers Conference (CEDEC) award for "Visual Arts". The game was awarded the "Best Anthropomorphic Video Game" in the 2006 Ursa Major awards. It also won the 2007 BAFTA awards for "Artistic Achievement" and "Original Score". Ōkami also received Outstanding Platform Action/Adventure Game nominations At the 11th Satellite Awards.

Ōkami sold 200,000 copies in North America in 2006, grossing approximately US$8 million and ranking as the 100th best selling game of the year in the region. By March 2007, the total sales of the PS2 version were near 270,000. By comparison, Ōkami sold 66,000 copies in Japan for 2006. While it was initially thought that poor sales of Ōkami and God Hand (another Clover title released in the same time frame) were the cause of the closure of Clover Studio, it was later revealed that three key developers within Capcom and Clover Studios, Shinji Mikami (Resident Evil series), Hideki Kamiya (Devil May Cry series), and Inaba, had left the company, and the studio was dissolved, such that *"now all the resources should be used more effectively and more efficiently since they are centralized."* Inaba, Mikami, and Kamiya went on to form the video game development company "Seeds Inc", later merging with a company called "ODD" to become "PlatinumGames".

The Wii version of Ōkami had sold approximately 280,000 copies in North America and Europe since its release date. The Wii version debuted in Japan with a modest 24,000 copies sold in its first week in the region. Total sales for the game remained under 600,000 total units by March 2009, and was named the "least commercially successful winner of a game of the year award" in the 2010 version of the Guinness World Records Gamer's Edition. Subsequently, in 2018, the game was awarded the Guinness World Record for "Most critically acclaimed video game starring an animal character".

The HD version of Ōkami sold 16,536 copies on PS4 within its first week on sale in Japan, which placed it at number 18 on the all format sales chart.

Ben Mattes, producer for the 2008 Prince of Persia video game, cited Ōkami as well as Ico and Shadow of the Colossus as influences on the gameplay and artwork for the game. Capcom's Street Fighter IV is also stated to have character designs influenced by Ōkami with hand-drawn images and brushstroke-like effects. The Disney video game,

Epic Mickey, uses similar drawing aspects as Ōkami, allowing the player to draw and modify parts of levels to proceed. After Clover's dissolution and most of its staff's subsequent reformation as PlatinumGames, one of their next games, Bayonetta, contains several references to Ōkami; the most notable of these is when the title character transforms into a panther and, like Amaterasu, a trail of flowers and plant life follows her.

In 2009, GamesRadar included Ōkami among the games *"with untapped franchise potential"*, commenting: *"Seriously, if Nintendo can make the same Zelda game every few years, then why can't Capcom release Ōkami 2?"*.

Sales of Ōkami were considered somewhat poor for justifying a sequel; in July 2009, in response to users' questions on the possibility of a sequel, Christian Svensson, Capcom's Vice-President of Strategic, stated that *"I think we need a lot more people buying the current version before we seriously consider a sequel"*. However, after the appearance of a Japanese trademark by Capcom on the word "Ōkamiden" a few months before the Wii version of Ōkami in Japan, many speculated that a sequel was pending. The September 2009 issue of Famitsu announced that Ōkamiden was indeed a sequel to Ōkami for the Nintendo DS, to be released by Capcom in Japan in 2010, though without the input of the Clover staff. The game takes place nine months after the end of Ōkami, with the player in control of Chibiterasu, a wolf puppy with the same powers as Amaterasu, but not yet at his full potential, and features the same style of gameplay, including the Celestial Brush using the DS' touchscreen controls.

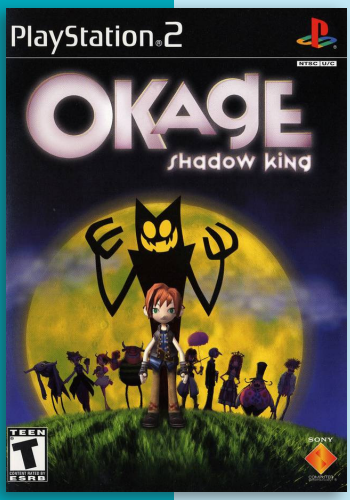
At the Electronic Entertainment Expo 2016 during an interview with Metro, Kamiya, now at PlatinumGames, stated that he had ideas for Ōkami 2 and Bayonetta 3, though did not confirm if either game was in active development.

Players have discovered that the cover of the North American Wii version of Ōkami includes a watermark from IGN (who have a habit of watermarking everything in site), and traced the source to an image taken from IGN's site. To make up for the error, Capcom offered for a limiteda time to replace the cover with one of three high-resolution covers free of charge to users in North America. Because of delays in fulfilling the offer, Capcom shipped copies of all three covers to those that registered. They have since discontinued the offer, but have made the cover images available worldwide in high-quality PDF files for users to download and print themselves. The European PAL version of the cover has no such error.

The cover of the North American Wii version of Ōkami. A watermark from IGN can be seen by Amaterasu's mouth.

Okage: Shadow King

7.0



J N

Developer	Zener Works
Publisher	SCEI, (us) SCEA
Release date	(jp) March 15, 2001
Genre	Role-playing
Mode	1 Player

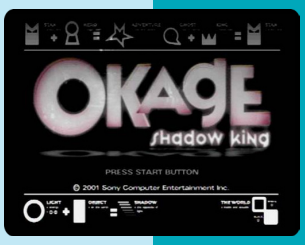
Okage: Shadow King, known in Japan as Boku to Maō, is a role-playing game released in Japan, and North America, exclusively for the PS2. The game was made available on the PS4 in March 2016 through the PlayStation Network, as well as being released in Europe for the first time.

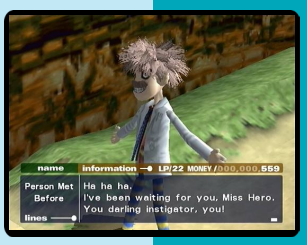
The game's premise is that the boy, Ari, makes a deal with an evil spirit to cure his sister of a curse that's caused her to speak entirely in pig Latin. The spirit, Evil King Stanley Hihat Trinidad XIV (or Stan for short), assumes the role of his shadow and orders him to track down the lost remnants of his power, which have been siphoned away by impostor Evil Kings over the last few thousand years while he was trapped in a bottle. And, while he's at it, Stan would also like Ari to help him take over the world.

In Okage: Shadow King, the player character Ari proceeds through the game by visiting towns, traveling across the overworld and exploring dungeons. The game contains warp pillars that can be used to quick travel to other locations once they have been discovered.

The combat is similar to that of many role-playing games, with characters having health points and magic points. Battles generally commence when the player touches an enemy on the overworld. In addition to party members engaging in combat, Ari's shadow Stan, although not playable, may use powerful magic attacks on the enemy. Each fight is turned based, and a character can opt to wait in order to perform a more powerful combo attack with other characters. Characters have innate elements that are visible to the player during battle. This determines the types of spells they learn and what spells are strong against which enemies (for instance, lightning magic is strong against ice characters). If at any time during battle, Ari is defeated, it is game over, and the player must return to their last save.

The game received "average" reviews according to Metacritic. In Japan, Famitsu gave it a score of 30 out of 40.





Omoi no Kakera: Close to

8.3

Developer	Kid
Publisher	Kid
Release date	(jp) July 24, 2003
Genre	Visual novel
Mode	1 Player

In this visual novel players take control of Motoki, a guy who landed in a coma after trying to save his girlfriend, Yuna. While in a coma, he become a wandering spirit, and his girlfriend looses all memories of him. But when he hear the doctor proclaiming that he only have a couple of weeks to live, he want to do try to make contact with the living while being a spirit.

"mobygames.com"

Onihama Bakusou Gurentai: Gekitou-Hen

8.1

Developer	Success
Publisher	Success
Release date	(jp) June 30, 2005
Genre	Gambling
Mode	1 Player

Onihama Bakusō Gurentai is a digital recreation of the pachi-slot machine of the same name made by Abilit and Syscom Amusement. It features detailed stat tracking, a theater mode where the win videos can be viewed, and a mode that uses the EyeToy camera to project the player's face as a reflection on the playfield glass.

"mobygames.com"

Only You

7.0

Developer	Alice Soft
Publisher	GeneX, CyberFront
Release date	(jp) October 31, 2002
Genre	Adventure
Mode	1 Player

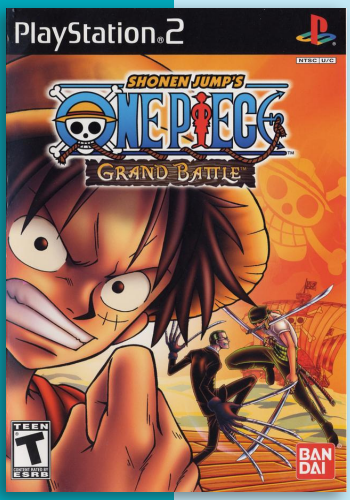
Only You tasks players with the role of a hero on a global hit list. Assassins have been sent to to take him out. Eight girls who are potential love interests and new comrades are met to help in the fight against the organization who want him gone.

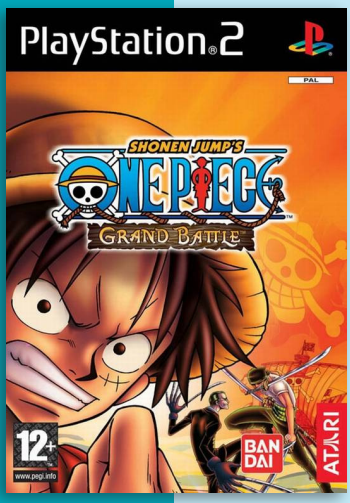
The game was originally released on the Japanese PC and the PS2 conversion adds full voice acting and additional scenes that were not in the PC version.

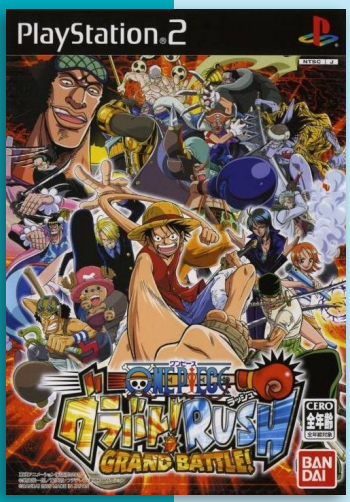
"psxdatacenter.com"

One Piece: Grand Battle

6.9







JNP

Developer	Ganbarion
Publisher	Bandai, (eu) Atari
Release date	(jp) March 17, 2005
Genre	Fighting
Mode	1-2 Players

One Piece: Grand Battle! Rush, known in the U.S. as One Piece: Grand Battle! and in Europe as Shonen Jump's One Piece: Grand Battle!, is the fourth and final game in One Piece's Grand Battle series and the nineteenth One Piece game released.

Much like the manga and anime it is based on, Monkey D. Luffy wants to take Gol D. Roger's place to become King of the Pirates. Together with his crew namely, Roronoa Zoro, Nami, Usopp, Sanji, Chopper, and Nico Robin are on a quest to search for the great treasure One Piece and also to fulfill their own dreams. The story is based on the East Blue saga up to the Foxy's Return arc.

Combat uses typical 2.5D mechanics, with three-dimensional character sprites interacting on a two-dimensional axis. Player characters can walk, run, jump, double-jump, crouch, block, and pick up (as well as throw and catch) items around the battlefield.

Fighting consists of standard button combinations. Each player character can access 12 standard techniques, along with several Finisher techniques that incorporate full cinematics. Finishers can only be used when character health falls below a set threshold (marked in notches on the health bar), and follow a numbered level system; higher levels correspond to lower health, and usually greater damage.

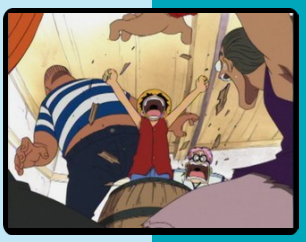
There are a total of sixteen player characters, seven of which are assigned support characters.

Grand Battle mode allows players to participate in classic arcade-style battles against each other or against the CPU. CPU opponents may be set at three different difficulties.

Event Battle mode puts the player character through a gauntlet of six 99-second battles against six semi-randomly selected CPU opponents.

Each battle is framed with a short cut-scene, generally scripted after canon interactions if possible. The stage for each battle also generally follows canon; Usopp will always be fought at Syrup Village, Arlong will always be fought at Arlong Park, and so on.

"onepiece.wikia.com"



One Piece Grand Battle 3

7.5

J

Developer	Ganbarion
Publisher	Bandai
Release date	(jp) December 11, 2003
Genre	Fighting
Mode	1-2 Players

One Piece: Grand Battle 3 is a fighting game based on the One Piece manga and anime, released on the PS2 and Gamecube. The direct sequel to Grand Battle! 2, released on PlayStation, it primarily adapts the events of the Sky Island Saga.

As in every grand battle game, the played character fights against another computer controlled character. Each character has different strategies and power to alter the tide of battle. If the player win, they then fight against another character, until they reach a default boss, which completes the storyline. The gameplay is a 2.5D fighter similar to the Super Smash Bros. series.

While it had many 3D elements in the game, it is essentially a 2D style fighting gametype game like its predecessor Grand Battle!. Characters in the background are typically 2D animations placed on the landscape. Many aspects of the special moves, such as effects and weapons are produced in 2D animation.

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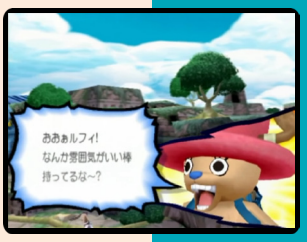


One Piece: Round the Land

Developer	Bandai
Publisher	Bandai
Release date	(jp) July 29, 2004
Genre	Beat-'em-up
Mode	1 Player

7.0

J P

One Piece: Round the Land!, developed by Bandai for the PS2, featured a unique story with the introduction of the non-canon devil fruit Mini Mini no Mi eaten by Blyue.

Round the land is a 3D side scrolling game. Player can choose from any of the available Straw Hat Pirates, clearing each challenge area based of arcs from the East Blue Saga to the Skypiea Arc. After clearing all the levels of each stage the player will have a boss battle with the major enemy leader of the area i.e. Buggy, Crocodile, Enel etc. There are also sub battles featuring characters like Mr. 1 and Jango.

"onepiece.wikia.com"

One Piece: Pirates' Carnival

4.7

Multi-Tap Edition

J N

Developer	h.a.n.d. Inc.
Publisher	Bandai, (us) Namco Bandai Games
Release date	(jp) November 23, 2005
Genre	Party
Mode	1 (-4) Player(s)

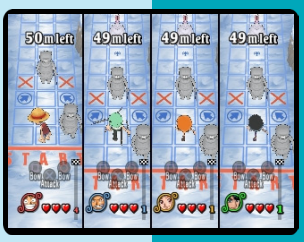
One Piece: Pirates' Carnival was released for the PS2 and GameCube. The game comprises over 30 different minigames, which support up to four players, and includes a Reversi-like board game mode in which winning minigames lets players take control of squares and recruit pirates for their ship's crew.

The main style of gameplay is the Board Game, which features a massive gameboard consisting of dozens of panels. The objective of the game is to have as much money as possible when every tile belongs to a player. Each player has two varieties of money - the money earned from winning a minigame and the money earned from simply owning a panel. Note that while the latter is easily increased (and just as easily decreased), only three effects in the entire game can affect the former.

Each of the four players take turns uncovering panels around the gameboard; who goes first is determined by a minigame at the beginning that takes place at the center panel. While at the beginning, players can only uncover panels that are close to the central one, as the game goes on, more panels may be uncovered. A panel owned by a player is marked by being bordered with the player's colors; if the color is gray, then nobody owns it and anyone can select it.

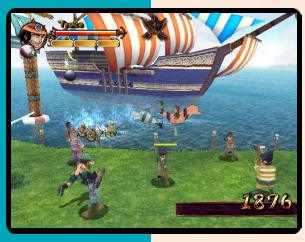
Similar to One Piece: Grand Battle! Rush, some gameplay items and features were removed from the American version because the American version of the Anime had not progressed as far as the Japanese version (Everything past the Skypiea Arc of the Anime was removed) and the soundtrack of the introduction of the game was changed because 4kids' version of the anime never used any of the original theme songs.

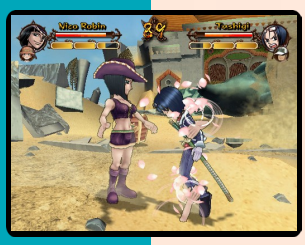
The game was met with very mixed to negative reception upon release. GameRankings gave it a score of 51% and 47 out of 100. In Japan, Famitsu gave the game a score of 25 out of 40.



One Piece: Grand Adventure

6.6





Developer	Ganbarion
Publisher	Namco Bandai Games, (ko) Bandai, (au) Atari
Release date	(us) August 29, 2006
Genre	Fighting
Mode	1-2 Players

One Piece: Grand Adventure is a fighting game for the PS2 and the GameCube. Unlike the majority of One Piece games, Grand Adventure was developed in the United States. It was created as a sequel to One Piece: Grand Battle! and its gameplay remains mostly unchanged. Grand Adventure adds more characters, levels, and features. The game was not released in Japan.

Combat is virtually identical to that of Grand Battle, with three-dimensional arcade-style fighting. Player characters can run, dash, jump, double-jump, block, and pick up (as well as throw, catch, and swing) items around the battlefield.

Fighting consists of standard button combinations. Each player character can access 19 standard techniques, in addition to three classes of Secret Arts. These require the yellow Skill Gauge, which can be filled with coins around the battlefield; up to three charges can be stored.

There are a total of 24 player characters, and 51 support characters. Each player character is assigned at least one support character, at most three; before starting any battle or mini-game, each player character must select one support character. In some modes, player characters will be restricted to their assigned support characters, but other modes use an "All-Support" system that allows almost any combination.

The game's main feature is Adventure Mode, which allows quasi-open world exploration of various islands and towns from the series canon. Each location contains at least one interactive element, most often a battle against another character. Often, these battles will impose special conditions such as time limits, permanent power-ups on the opponent, or extra loot in the event a "bonus" condition is met.

Winning a battle will usually unlock new locations, as well bestow EXP on the player character; the higher the opponent's level, the more EXP gained. Passing a certain threshold of EXP will allow a character to attain new levels and improve on combat capabilities.

N P

5.6

Omoide ni Kawaru-Kun: Memories Off

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) November 28, 2002
Genre	Visual novel
Mode	1 Player

Omoide ni Kawaru Kimi is the third main game in the series. The protagonist of the story is Shougo Kaga, who enrolled in a college for no particular goal. He is somewhat lazy and instead of diligent studying he spends his time leisurely and playing. Aimlessly spending his days as it were, he started feeling vaguely depressed. This brooding mood started a couple of years ago when his girlfriend, Kanata Kurosu, suddenly disappeared without saying a word. She left him heartbroken and without a reason why she ran off. A couple of years later, the two of them meet by chance at a cafe Shougo was frequently visiting.

On par with previous two main titles in Memories Off series, player affects the story by selecting different choices and different girls he wants to be with.

"mobygames.com"

Ore no Shite Agake

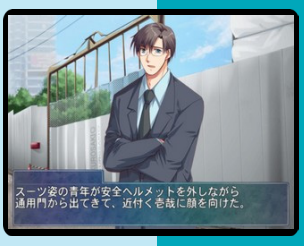
8.4

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) June 21, 2007
Genre	Adventure
Mode	1 Player

The player character are Kurosaki, the president of a large company. His hobby is to entrap guys and make them his slaves. He meet three guys and decide to 'blackmail' them into becoming his slaves by putting them into as much debt as he can, allowing him to buy them.

In the PS2 port, the stuff there turned even more ridiculous, by a sudden insertion of a demon plot and changing Kurosaki's goal to not just make them his sex slaves, but to steal their souls too. Pretty much the entire game was changed while only keeping the basic idea of each characters story.

"psxdatacenter.com"



Ouran Koukou Host Bu

8.2

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) April 19, 2007
Genre	Visual novel
Mode	1 Player

The Ouran Host Club visual novel was released for PS2 on April 19, 2007 by Idea Factory. Based on the anime series, the player makes decisions as Haruhi that affect the other hosts feelings toward her. The game features the characters of Jean-Pierre Léo, a longtime French friend of Tamaki, and Sayuri Himemiya, a childhood friend of Haruhi, designed by the series creator. There are two other original characters.

The game games borrow strong elements from the dating sim genre, though classified as a "romantic adventure" game.

A Nintendo DS port of the game, updated with a fully voiced cast and new character-specific scenarios, was released on March 19, 2009.

An official patch was sold for the PS2 game to add an extra mini-story for each host and two new CG scenes. These stories were already included in the Nintendo DS version.

J

Ouka

8.5

J

Developer	Pione Soft
Publisher	Pione Soft
Release date	(jp) May 25, 2006
Genre	Visual novel
Mode	1 Player

Ouka Kokoro Kagayakaseru Sakura tells the story of Yuuya Furusaka, the last descendant of a line of mystical protectors. He has received the twin blessing of Life and Death, and now his touch has the power to save lifes or take them, although at the price of, respectively, his own life or his own soul.

Ouka Kokoro Kagayakaseru Sakura is the PS2 version of the PC game. Officially released as a remake of Shinkirou, Ouka is more an alternative version than a real remake. Not only are the artwork and the musics are entirely redone, the original story has also been vastly expanded and modified. It also includes new routes, new characters and new winnable heroines.

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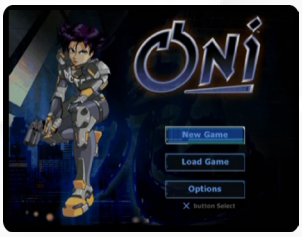
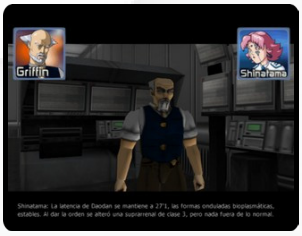
Oni

6.9





Developer	Rockstar Toronto
Publisher	Rockstar Games
Release date	(us) January 29, 2001
Genre	Beat-'em-up
Mode	1 Player

Oni is a third-person action game developed by Bungie West, a division of Bungie. Released in 2001, it was Bungie West's only game. Gameplay consists of third-person shooting with hand-to-hand combat, with a focus on the hand-to-hand combat.

The events of Oni take place in or after the year 2032. The game world is a dystopia, an Earth so polluted that little of it remains habitable. To solve international economic crises, all nations have combined into a single entity, the World Coalition Government. The government is totalitarian, telling the populace that what are actually dangerously toxic regions are wilderness preserves, and uses its police forces, the Technological Crimes Task Force (TCTF), to suppress opposition. The player character, code-named Konoko, begins the game working for the TCTF. Soon, she learns her employers have been keeping secrets about her past from her. She turns against them as she embarks on a quest of self-discovery.

There are ten different guns in Oni, including handguns, rifles, rocket launchers, and energy weapons. Power-ups such as "hyposprays", which heal damage, and cloaking devices, which render the player invisible, can be found scattered throughout the levels or on corpses. Since the player can carry only one weapon at a time and ammunition is scarce, hand-to-hand combat is the most effective and common means of defeating enemies. The player can punch, kick, and throw enemies; progressing into later levels unlocks stronger moves and combos.

There are multiple classes of enemy, each with its own style of unarmed combat. Each class is subdivided into tiers of increasing strength. As in Bungie's earlier Marathon titles, tiers are color-coded, in this case by green (weakest), blue, and red (strongest).

Oni does not confine the player to fighting small groups of enemies in small arenas; each area is fully open to explore. The fourteen levels are of various sizes, some large enough to comprise an entire building. Bungie hired two architects to design the buildings.

The Oni engine implements a method of interpolation that tweens key frames, smoothing out the animation of complex martial-arts moves. However, frame slippage is a common problem when multiple non-player characters near the player are attacking.

The game's universe is heavily influenced by Mamoru Oshii's anime film Ghost in the Shell. The original plan was for Konoko to be a cyborg like Ghost in the Shell's Motoko Kusanagi. The explanation for her superhuman abilities was changed to be more organic with the addition of the Daodan Chrysalis concept by design lead Hardy LeBel.

Oni was originally expected to be released in the fourth quarter of 1999. Advertising was targeted towards that shipping date, and the game won E3's Game Critics Awards for Best Action/Adventure Game in 1999. However, development difficulties caused the release date to be pushed back continuously. The acquisition of Bungie by Microsoft in 2000 then led to the transfer of the Oni IP to Take-Two Interactive (which owned 20% of the studio prior to Microsoft's acquisition). Since Bungie's employees were moving to the new office location in Microsoft's headquarters or leaving the company, work on Oni had to be completed as quickly as possible. Due to a lack of time to resolve issues with the multiplayer code and to finish the levels intended for use by multiplayer mode, this functionality was omitted from the released version. A sequel, Oni 2: Death & Taxes was in development at Angel Studios before being cancelled for unknown reasons.

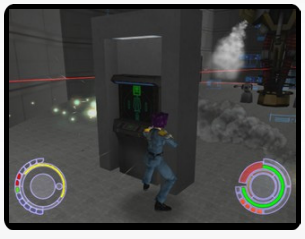
The Oni engine implements a method of interpolation that tweens key frames, smoothing out the animation of complex martial-arts moves. However, frame slippage is a common problem when multiple non-player characters near the player are attacking.

In the United States, Oni sold 50,000 copies by October 2001. It received mixed reviews from critics, with GameRankings and Metacritic giving the PS2 version 68.69% and 69/100. Some reviewers were unimpressed by the minimal detail of the environment graphics, the lack of intelligence on the part of the AI in some situations, and the plot, which was occasionally criticized as underdeveloped. The game's difficulty in combination with a lack of savepoints was sometimes cited as a negative.

Moreover, many fans felt cheated because the game did not deliver on all of its promises. The most notable shortcoming was the absence of LAN-based multiplayer, which had been demoed at hands-on booths at Macworld Expos during Oni's development, but removed before release due to stated concerns over latency issues. This too contributed to some lower scores from reviewers. Some of the game's content was cut as well. This included the highly anticipated "Iron Demon", a large mech shown in-game in one trailer. Also, many of the weapons featured in the trailer and the game cover were not in the game.

However, Oni received the most praise for its smooth character animation and large array of fighting moves, as well as how it blended gunplay and melee combat. Thus, reviewers gave Oni mostly average-to-good scores in recognition of the enjoyment factor of the game.

A sequel, Oni 2: Death & Taxes was in development at Angel Studios before being cancelled for unknown reasons.



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TEEN T CONTENT RATED BY ESRB — Animated Violence

DARK HORSE COMICS

OniMusha

by: Amos Wong@Australian Station (AU) 2000 May #12

Billed as *'a Samurai era Bio Hazard,'* Capcom's *OniMusha* was announced early last year at a grand event which boasted an orchestral performance. Originally intended to be released on the PlayStation, *OniMusha's* producer Keiji Inafune appeared on stage at the Tokyo Game Show - dressed in ancient Japanese battle armour - to announce the title's shift to the PlayStation 2, following Sony's unveiling of their forthcoming console.

Keiji Inafune's appearance was accompanied by CG movies in development for the PS2 release. Extraordinary in life-like detail and cinematic execution, the scenes depicted a battle with an intensity that brings to mind movies like Mel Gibson's Braveheart.

Also shown was behind the scenes footage, where Japanese velebrity Takeshi Kaneshiro had a cast made of his face for the modeling of the main character. Busy with Game Show commitments, Mr Inafune was nevertheless kind enough to take some time out to talk about his plans for the next-generation title.

Was it a deliberate choice to have a different time setting for this game?

With the Bio Hazard series and Dino Crisis, we already have two titles set around present day and I didn't want to create a game that takes place in a similar time period. Personally I really like the Classic Era of Japanese history, especially the Sengoku Era over four hundred years ago. It was the time of the Samurai. I enjoyed many kinds of movies, but I particularly like films of Akira Kurosawa, so I wanted to make a game that has a taste of Kurosawa.

What other features will *OniMusha* have to make it unique to Bio Hazard and Dino Crisis?

With those two games, people already have an idea of what kind of weapons are available, because of their contemporary setting. So there is some limit in regards to this feature, because you can't be too unrealistic: people knew the power of each kind of weapon.

With *OniMusha*, I want to make the graphic effect much bigger. In order to do that, introducing a science fiction element was the only way to achieve it, so the question then became whether I was going to combine it with the past or the future. I chose the past because of my interest in the Sengoku Era. People don't really know Japanese history to an exact degree, so I could be flexible. Half of *OniMusha's* story is based on actual historical events and the rest is made up, incorporating science fiction elements.

Dino Crisis had such a well realised 3-D environment, many people would have expected this feature to be the way for future releases. What are the advantages in retaining pre rendered 2-D backgrounds for *OniMusha*?

The game is action oriented and the character's weapon is a sword. With a full 3-D game, the player may find it difficult to keep track of an opponent's position, because the camera is likely to continually shift, either due to the character's movement around the area or by manual control. By fixing the background, opponent's whereabouts should be easier to understand.

Secondly, I personally think that 2-D rendered backgrounds look better than 3-D. You mentioned Dino Crisis, but the reason why that game was successful in 3-D is that it didn't have that many colours in the environments. It was mostly concrete, primarily grey in tone, so we didn't have to use particularly detailed or colourful textures. It would have looked much rougher if we had to up the colour palette and detail for natural environments.

You might have a question along the lines of why I won't be shifting to full 3-D with *OniMusha's* move to PlayStation 2- The system will allow for much higher graphics, but because *OniMusha* will be an action game, I have to think what is the best way for players to understand and enjoy the gameplay.

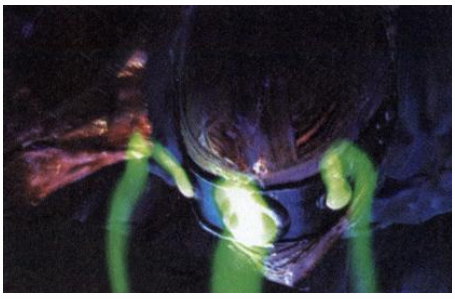
The CG movies are certainly developing quite rapidly in their complexity.

The sequence you saw had about 1,200 characters onscreen at once. With the original PlayStation, you could probably manage about 100 characters as CG scene, however, with PlayStation 2 you can do much more. It's a battle scene after all, so you really need as many warriors as possible, otherwise 100 against 100 is a little small scale! By the time the game is ready for

release, it will be even better. With the battle scenes aside, I will also be using CG to express other parts of the game I particularly find important.

How far in development are the in-game graphics?
The earliest that you would be able to see screen shots on the PlayStation 2 will be early 2000. Since we are planning to release the game around Summer 2000, probably from next Spring we should be able to introduce the title to the public.

How do you see the PS2 affecting games in the future?
Basically the machine is a state of the art. It will probably take about a year until creative staff get used to it and discover what the PlayStation 2 can truly do. Currently, R&D people are really suprised with its power, because when compared with the PlayStation, the things that really took time to accomplish have now become very easy. But to use it to its full capabilities, they will surely need to study more to understand all of the technology. But we will make our best for *OniMusha*.



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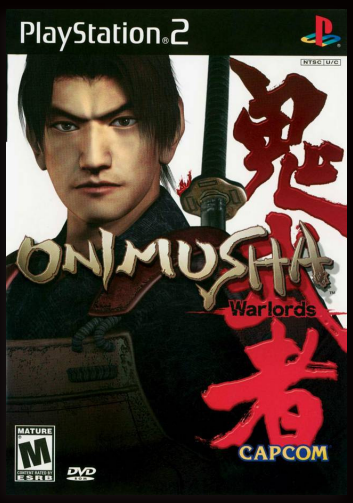


JNP

Onimusha: Warlords

Developer	Capcom
Publisher	Capcom
Release date	(jp) January 25, 2001
Genre	Action-adventure
Mode	1 Player

Onimusha: Warlords, released in Japan as Onimusha (鬼武者), is an action-adventure game and the first entry of the Onimusha series, released for the PS2 in 2001. An updated form as Genma Onimusha for the Xbox was released in 2002. The original Warlords version was also ported to Windows, although it was only available in China and Russia. A remaster for Nintendo Switch, PS4, Xbox One and Windows via Steam was released in January 2019.

The game's plot is set in the Sengoku period and focuses on the samurai Samanosuke Akechi who fights against the forces of Nobunaga Oda. After Nobunaga's death in battle, Samanosuke goes on a quest to save Princess Yuki from demons working alongside Nobunaga's forces. The player controls Samanosuke and his partner, a female ninja Kaede, in their fight against Demons.

Onimusha: Warlords features pre-rendered backgrounds. The player primarily controls swordsman Samanosuke Akechi in his fight against demons. The game balances its action elements with puzzles that involve interacting with the environments and obtaining items to make progress.

The player begins the game with a standard katana sword, and can also obtain long-range weapons with limited supply. However, as the player progresses, the protagonist Samanosuke can gain three elemental weapons: Raizan, Enryuu and Shippuu, each with an elemental magic attack. As enemies are defeated, they release different colored souls that are absorbed by using the demon gauntlet on Samanosuke's wrist: red souls act as "currency" which can be used to upgrade weaponry, yellow souls recover health, while blue souls recover magic power which is used to perform each weapon's elemental abilities.

Some sections are played with Samanosuke's assistant, the kunoichi Kaede. She has her own distinctive weapons and acrobatic abilities, but is unable to absorb souls.

While the game borrows elements from Capcom's own Resident Evil survival horror series, such as solving puzzles and a fixed camera, the game is focused more on the action genre.

The game originated in Yoshiki Okamoto's 1997 idea to create Sengoku Biohazard, a ninja version of Capcom's own 1996 Resident Evil (known as Biohazard in Japan), set in the Sengoku period and featuring a "ninja house" filled with booby traps, similar to the mansion from Resident Evil, where battles would be fought using swords and shuriken: *"The house will contain hidden doors behind walls, ceilings that fall down to you, scrolls and ninja magic, and many other ninja techniques."* The project was originally intended for the Nintendo 64DD.

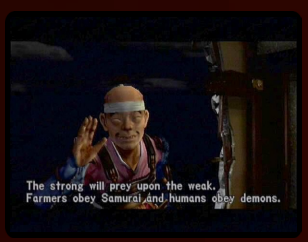
Onimusha was planned by Capcom as a trilogy. Its first title was originally being developed for the PlayStation, but the project was eventually moved to the PS2. The PlayStation version was scrapped and never released. It was about

50% complete before it was cancelled. Onimusha team's excitement about the PlayStation 2's capabilities resulted in that change. They developed the game basing on the system from the Resident Evil series.

The game's plot was written by Noboru Sugimura and Flagship. The storyline was set in the Sengoku period due to how its multiple conflicts could provide an interesting background for the plot. While the historical Oda Nobunaga can be considered either a hero or a villain, Capcom chose to portray him as the latter one. Character movements were created using motion capture. Film actor and singer Takeshi Kaneshiro was the character model and Japanese voice actor for Samanosuke Akechi.

The game's orchestral music is credited in-game to composer Mamoru Samuragochi. According to Time, *"To record it, Samuragoch[i] browbeat the producers into employing a 200-piece orchestra, including musicians playing such traditional instruments as a Japanese flute and taiko drums. The result is both haunting and inspirational, reminiscent of majestic scores for films like Lawrence of Arabia."* However, he admitted in 2014 that he directed his orchestrator Takashi Niigaki to ghostwrite the music for the game, for which Samuragochi took full credit for composition.

In the English localization of Onimusha: Warlords, the word oni was translated as ogre. However, in all subsequent games in the series the word oni has remained intact in the English scripts. It was the only game within the series that gives players the option of hearing the voice acting in either English or Japanese with subtitles (this option was not provided in the UK/EU PAL version) included until the fourth installment, which also had this feature.



Onimusha: Warlords was a commercial success, selling over 2 million copies worldwide, with 1.04 million copies sold in Japan. The game went Platinum in just under a month in the region, quickly becoming the top-selling PS2 game ever at the time of its release. By July 2006, the PS2 version of Onimusha: Warlords had sold 800,000 copies and earned $28 million in the United States. Next Generation ranked it as the 75th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of the Onimusha series reached 3 million units in the United States by July 2006. Capcom VP of Strategic Planning and Business Development Christian Svensson referred to the first two Onimusha games as one of their most successful titles.

The game has received positive reviews. Critics praised the graphics, sound, and gameplay, but complained about the short length of the game. In Japan, Famitsu magazine scored the PS2 version 35 out of 40. At the SIGGRAPH 2000 conference, Onimusha received the "Best of Show" award for its opening sequence. Complex listed it as one of the most beloved and missed PS2 games. The reviewer from GameSpot stated he was called biased multiple times when doing the article for the video game. In a 2010 retrospective, GamePro ranked it as the 28th best game for the PlayStation 2. In 2012, FHM included the game's Kaede among the nine "sexiest ninja babes in games".

The 2019 remaster received mixed-to-positive reviews from critics, while its action gameplay was praised for standing the test of time, its visuals, game design, and presentation were said to have aged poorly.

A bug within Warlords inspired game designer Hideki Kamiya in the making of the action game Devil May Cry.

SAMURAI SHOWDOWN

by: Amos Wong@Australian Station (AU) 2000 November #17

The mind behind Capcom's epic historical horrorfest Onimusha: Warlords, producer Keiji Inafune, reveals the new heroes, vistas and game mechanics of the upcoming sequel. Nobunga has returned - and he's more powerful than ever.

Corpses of soldiers in Sengoku-era armour lie dead, strewn across a skyscraper rooftop. Smoke lingers from their fierce battle and trails into the backdrop of modern day Shinjuku. It's not something you see often, even in Tokyo. But then *Onimusha: Warlords 2*, the ambitious and eagerly anticipated sequel to Capcom's now classic horror fighter, is something that producer Keiji Inafune is eager to publicise. And understandably so. Such powerful images, taken from his recent television advertising campaign, reveal just how much bigger and better *Onimusha* has become; refashioned, honed and enhanced for a joypad generation eager to take up the virtual samurai sword one more time.

In fact, it was *Onimusha*'s subtle fusion of fact, myth and outright fantasy - casting the player as feudal samurai Samanosuke Akechi, out to rescue Princess Yuki from the clutches of the evil warlord Nobunga - wrapped up in exquisite period detail visuals, that made *Onimusha* such a hit. That and the fact that hero Samanosuke was modelled on Eastern media darling actor Takeshi Kaneshiro. Inafune eschewed the characterless polygon protagonist typical of the *Residen Evil* series in favour of a fluid, flesh-and-blood hero that the (Japanese) player could really identify with.

DEAD ACCURATE

It was a gamble that paid off. But with the hero of *Onimusha: Warlords 2*, Jubei Yagyu, again based on a historical figure, the producer has taken an even bigger risk: using the likeness of the late, great thespian Yusaku Matsuda, a widely respected Japanese cultural icon, perhaps more familiar to Westerners as the rebellious Yakuza Sato in Ridley Scott's *Black Rain*.

"There are a number of fictional heroes based on this actor," Inafune tells *OPS2*, "and so many fan sites are dedicated to him. He's admired by practically everyone. I tried looking for a living actor, but the person had to be equal to, or more popular than Kaneshiro," says Inafune. "You know, he was a hardcore gamer and I had a lot of difficulty finding another actor with the same credentials. Matsuda's such a popular actor - even today the majority of people in their 20s and 30s are aware of him. He's legendary, kind of like James Dean."

But using his likeness demanded delicate negotiation with the actor's family, particularly Matsuda's widow, who was completely unfamiliar with videogames and has total control over his property. Originally, she expressed concern with the use of her husband's likeness. Fortunately, the actor's son, Ryuhei, was fully behind the project. He is an hardcore gamer himself and thoroughly enjoyed the original *Onimusha*. "It was he who persuaded her to accept our offer," notes the producer.

Inafune paid considerable attention to portraying the late actor's expressions and body language. "He's so well known, it's essential that we don't break his image for his fans," explains the producer. "But conversely as a game you can't make motion too realistic - it doesn't always equal excitement in terms of gameplay. You need to make it look convincing without slowing down the action for the sake of creating a totally 'real' performance."

FULL OF CHARACTER

The story behind Capcom's upcoming 16th-century slashfest remains as distinctive and harrowing as its predecessor's. After a terrible storm, chieftain Jubei return to his village to find it decimated. He soon learns the nefarious Nobunga is behind the act and, with ogre blood coursing through his veins, swears vengeance against the warlord and his demonic minions. This time, however, he's joined in his quest by four new characters, all of whom also crave the death of Nobunaga; mysterious swordswoman Oyuu; gunslinger Magoichi; yound ninja Kotaro; and monk Ekei, who incongruously has a penchant for wine and women. These new characters, plus a revamped storyline, reflect a conscious policy by Inafune to overhauld *Onimusha*'s dynamics.

"Players always look for something different in a sequel, yet they also require all the good

points and excitement of the first game," notes Inafune. "I already had a vague idea for a sequel before *Onimusha* was even released, but after it became a hit we strove to make this superior to the original."

The introduction of new characters should add extra depth to the gameplay: "You can expand the story line by communicating with the support characters. In other words, if you try to make the story more elaborate and complicated, you can do so. The ending's fixed, but the path you can take to get there is more varied. It depends on your interacting or helping out the supporting characters, and making them form some kind of attachment towards you. Through that process, the story can become much more dramatic. Some may die in the middle of the story, or they can betray you. The love story aspect could also become more intense."

As a result, winning the affections or loyalty of others is of vital importance in *Onimusha 2*. Offer Oyuu a bottle of imported wine, for example, and her face lights up as she gushes thanks. Ingratiate yourself well enough with one of a your group and you can eventually use them as a playable character.

Foe-wise, the mythological bestiaries of olde Japan have been mined still further. To help design the creatures, which the producer felt didn't quite match up expectation in the first title ("they weren't convincing enough," he says) Inafune sought the help of renowned character designer Keita Amemiya: "I decided to use Amemiya-san in this project, because when it comes to designing monsters based on legendary Japanese creatures, he's the best."

From what we've seen to date, Amemiya has clearly let his imagination run wild: among his many monstrous creations are a towering mechanical behemoth made of wood, and what can only be described as a demonic pig woman in a red kimono and exotic head dress.

Meet Eikei, the drunken monk. Give him some mead to keep him onside.

Taverns are the ideal place to strike up an alliance with new characters.

Charge your weapon to make it glow and cause massive damage.

Onimusha 2 will better its predecessor in all respects.

However, Inafune has one particular favourite from Amemiya's exhaustive designs - Jubei's arch rival, Gogandantess. "He's human in form and appears many times throughout the game, gets defeated but keeps on coming back," he laughs. "His attitude and personality is very unique, almost weird. I'm sure many gamers will like him!"

RESIDENCE EVIL

It's not just friends and foes who've had an extensive makeover, though. Even *Onimusha*'s already impressive game milieu has been enhanced. That foreboding, overrun castle makes a welcome return, for instance, and this time there's a gold-mining town to explore. "It was conceived to make the game more enjoyable," explains Inafune. "If there's gold to be found, it attracts violent, ambitious characters and create conflict." And the castle? "Overall, it's a lot bigger than in the first game," admits the producer, "and there will also be an island inhabited by the ogres [the 'Oni'] who endow Jubei with his special powers to fight the demons."

Fighting, too, has undergone a few enhancements - with close-quarters combat, one of the original *Onimusha*'s great strengths, still at the heart of the *Onimusha 2* experience. New weapons include an ice-transforming spear, which Jubei can wield against opponents, incarcerating them in a block of ice, which he can shatter into a million fragments. Used well, the effect is very satisfying. When prompted for fur-

ther details, however, Inafune is tight-lipped. although he does reveal a sliver of information about a mallet. "It could end up being one of the game's most popular weapons," he muses, because of its unusual slamming action.

"Of course, all the weapons from the first game will be enhanced and more powerful," he adds. "You can charge each weapon before attacking enemies to inflict more damage from a single blow. There's also 'Ultimate Art' - a special move that's specific to each weapon. It's executed with a sequence of commands, but it won't be as complicated as you get in fighting games."

GRAPHIC EVOLUTION

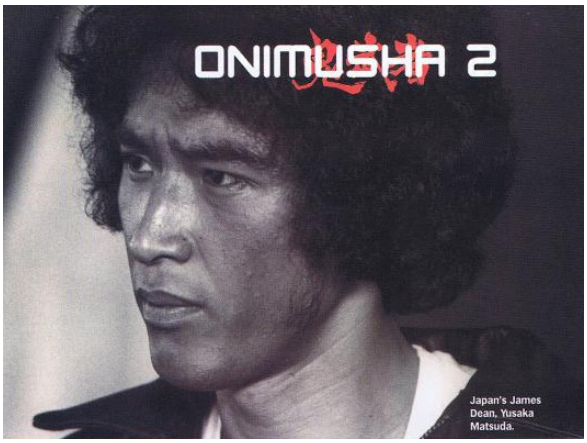
Onimusha astonished players with its rich visual palette; *Onimusha 2* goes on better. Take the sequence that introduces the supporting characters, for instance, which is quite simply breathtaking: "This time I wanted to achieve an opening that could only be expressed by computer graphics," explains Inafune. "So I deliberately turned to Japanese arts, like Noh theatre, were actors perform in front of gorgeous, flashy backgrounds." The monk Ekel leads the segment, swinging his spear in a courtyard amidst falling cherry blossoms. Suddenly, the scene rotates, as if it's a giant stage set, deconstructs in a blink, and then reforms as a castle roof bathed in moonlight for ninja Kotaro's entrance. The way these 'sets' segue into the next defies reality; it's a perfect fusion of traditional arts and digital aesthetic.

With experience gleaned from the first game, the development team has been pushing the realism and atmosphere of the game environments further than ever before, incorporating even more animated touches and effects. In Jubei's village, for example, you can see shets of cascading rain and a split-second overexposure effect as lightning strikes. It's pure Kurosawa. Look more closely and you'll notice thin sheets of water running over the ground and flowing off the roofs, complete with rain droplets splash effects. During a beach confrontation, gentle waves lap the sandy shore.

"The challenge was deciding which part of the background I wanted to animate," remarks Inafune. "Technically, it wasn't too difficult to do, but rendering them was really time consuming. You'd have to wait for so many hours for just one screen. When you decide to animate a part of the background, it has to run at 30 frames per second, which means you have to create a similar background screen 30 times. So I had to choose carefully which elements would give the most impact for the players."

The result, from what we've seen so far, will be worth the wait. A full 12 months on from the release of *Onimusha, Onimusha 2* found its way onto Japanese shelves on 7 March: Work on the sequel was started before the original title reached the shops, so confident were Inafune and his team that they had a uniquely winning formula in their hands. Which begs the question: Is a number three underway yet?

"Yes," is the reply - and frin his smile you just know that's all he's going to reveal. Speculation about *Onimusha 3* starts here.



EVEN BETTER THAN THE REAL THING

How did the team digitise Matsuda without the man himself being there? Producer Keiji Inafune explains...

"Even for *Onimusha*, the cast taken of Kaneshiro wasn't perfect," says Inafune. "You can't replicate a person's features for a game simply by taking a mould of his face. There were a lot of modifications made to the 3D model and that experience helped a lot in creating Matsuda's likeness in *Onimusha 2*.

"The most helpful process was that Yusaku Matsuda's widow came all the way over to our office and gave the designers a lot of advice. She made suggestions, like placing his eyes a little bit closer or making his nose a bit higher, and so on."

Upon completing the game, the prospect of being able to play as the legend in one of his most famous roles was too good for Inafune to let slip. Decked out in round sunnies, a smart hat and suit from the TV series *Tantei Monogatori* (Detective Story) Matsuda metres some serious punishment out to the bad guys. With a big stick.

ONIMUSHA™ 2
Samurai's Destiny
CAPCOM
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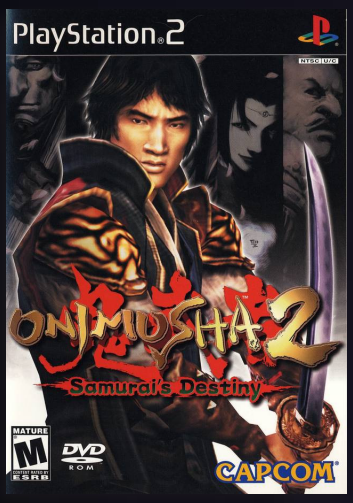
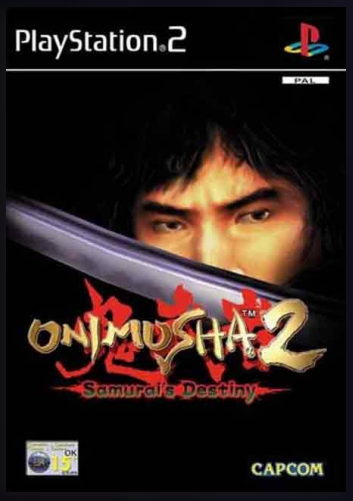




J N P

Onimusha 2: Samurai's Destiny

Developer	Capcom
Publisher	Capcom
Release date	(jp) March 7, 2002
Genre	Action-adventure
Mode	1 Player

Onimusha 2: Samurai's Destiny, released in Japan as Onimusha 2, is the second installment in the Onimusha series.

Set in medieval Japan, the plot revolves around a new protagonist, Jubei Yagyu, who is on a quest of revenge as he battles a demon army led by Nobunaga Oda, a sinister warlord who eliminated the Yagyu clan. Across his quest, Jubei learns of his oni heritage which grants him powers to slay the demons and meets new allies who also wish to defeat Nobunaga.

Samurai's Destiny features a control scheme found in many survival horror games published by Capcom, most notably Resident Evil. Other similarities include open-ended gameplay, the use of herbs and medicine to restore health, and the inclusion of puzzles which must be solved in order to progress. Hostile demons known as Genma inhabit most areas, and will attack and chase Jubei. Jubei collects an assortment of short and long-range weapons throughout the game, including a bow and a matchlock rifle. Jubei is able to use magic by wielding element-based weapons. When wielding these weapons, Jubei can perform a stronger elemental attack at any time.

In order to discourage button mashing, the player is rewarded for performing "Issen" hits on Genma. Issen occur when the player initiates an attack the moment an enemy is about to lunge forward. A bright flash will appear if the move was successful, and the target enemy will die instantly. If a group of Genma surround Jubei, he will be able to chain several Issen hits together, mowing down the entire group.

Shortly into the game, Jubei gains the ability to absorb the souls of defeated Genma. Jubei can attract any orbs in the vicinity and draw them into his hand, provided that he is standing close enough. Demons Souls are differentiated by the color of the orb: the most common type, red orbs, act as experience points which can be spent to improve Jubei's weapons and armor. Yellow orbs will restore a character's health. Blue orbs recharge magic ability. The rarest variety is the purple orb temporarily powers up Jubei into an "Onimusha", increasing his attack damage and becoming invincible.

Samurai's Destiny features a gold mining town called Imasho which is free of enemy encounters. Onimusha 2 introduces several role-playing elements into the series. In the areas surrounding Imasho, defeated Genma often leave behind piles of gold which can be spent on gifts for other characters (Ekei, Magoichi, Kotaro and Oyu). Reactions to a present will depend on that person's temperament; giving Oyu a bouquet of flowers will make her happy, whereas giving it to a male recipient will simply irritate them. Jubei's gift-giving will determine which warrior will assist him as the game progresses, and will in turn influence the story. In some cases, if the player fails to win a character over, that person will opt to shun or betray Jubei later on.

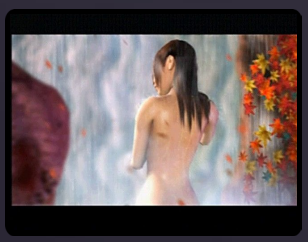
At certain points in the story, control may be passed to another character for a short period.

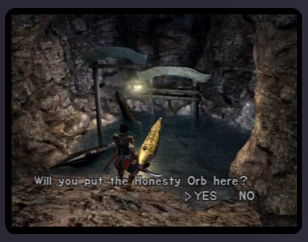
These side-quests often begin with Jubei finding himself ambushed, trapped, or incapacitated, requiring one of his allies to help him. During these events, the sub-character can equip a bracelet which imbues them with the same soul-absorbing power which Jubei wields.

The first sequel to Onimusha: Warlords was confirmed by Capcom in April 2001 when it was released in America. This quick announcement was made because Onmiusha 2 was developed alongside Warlords. The game's story and characters were revealed in June of that same year. The hero Jubei Yagyu was modelled after the late Japanese actor Yūsaku Matsuda. While the game is graphically similar to its prequel, the character models looks more realistic and the backgrounds were given more animations, such as using real footage of water for lakes and river. One of these scenes which includes downpouring of rain was made as a homage to the staff's favorite film, Seven Samurai.

Onimusha 2 was made by different team from the one that made the first game. The team implemented a bigger focus in adventure rather than action for this game in order to give more depth. Like the original Onimusha, this game also was originally planned to be released for the PlayStation but the release of the PlayStation 2 made the team change it to the new console. Producer Keiji Inafune saw this game as a way to include many things he wanted in the first game but in the end could not. The music in the game was composed by Hideki Okugawa. Japanese musician Tomoyasu Hotei contributed to the game with the theme "Russian Roulette" which is used as the game's alternate intro theme.

Onimusha 2 was a commercial success in Japan. In April 2002, Capcom announced they shipped over a million copies in Japan having faster sales than its predecessor. During that year, it was also the third best selling game in the country. As of May 2008, it has sold over 1.9 million copies worldwide. Capcom VP of Strategic Planning and Business Development Christian Svensson referred to Onimusha 2 and its predecessor as one of their most successful titles. However, the staff noted it had poor sales in Europe. As a result, they tried appealing to the European fans by adding more Western tones to their next work, Onimusha 3: Demon Siege.

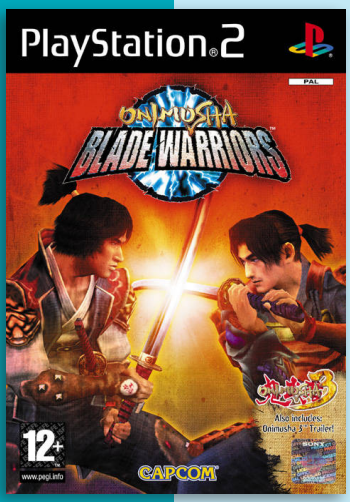




Before its release, IGN awarded it as the "Best Adventure Game" from E3 2002 for the PS2. Onimusha 2 received praise for its gameplay and presentation. On release, Famitsu magazine scored the game a 36 of 40. It has been praised for retaining the action elements from its predecessor and adding replay value. However, the use of the D-pad rather than the joystick's left analogue to control Jubei has been the subject of criticism as players would have difficulties getting used. While Jeremy Jastrab from PALGN praised the new Gift system for motivating the player to explore more, Chandronait from GameSpy was disappointed by the characters' relationships being affected by gifts rather than decisions. However, it has also been criticized for its camera which sometimes makes combat difficult. Although IGN's Jeremy Dunhan acknowledged this issue, he noted that there were several improvements over the original game. Dunhan summed it up as *"Bigger, bloodier, and deeper than its predecessor, Onimusha 2: Samurai's Destiny is on many levels the perfect sequel."* Reviewers also acknowledged the game had a short length despite the new gameplay elements but still found the replay value to favor it.

Onimusha Blade Warriors

6.5



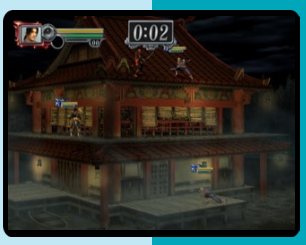
J N P

Developer	Capcom
Publisher	Capcom
Release date	(jp) November 27, 2003
Genre	Fighting
Mode	1-2 (4) Players

Onimusha Blade Warriors, Onimusha Buraiden in Japan, is a multi-player game from the Onimusha series. Similar to Super Smash Bros., Blade Warriors is a simple 2D fighter game featuring many of the characters of the Onimusha franchise.

The story takes place months after the events in Onimusha 2 and 11 years before the events in Onimusha 3.

Players may use standard sword fighting with combos, blocks, block-breaking kicks, jump, switch planes (the different levels of the fighting area), use various items, and disarm their opponents. It also includes the original aspects of the Onimusha series, including the absorption of souls and special elemental attacks (lightning, fire, and wind).



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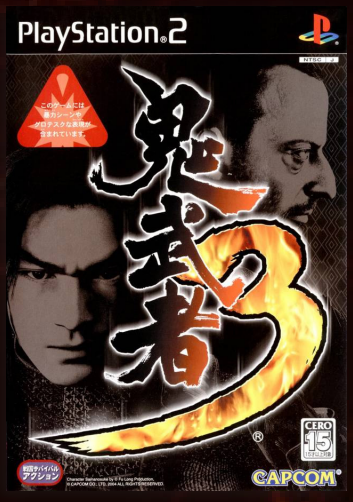
8.5



J N P

Onimusha 3: Demon Siege

Developer	Capcom
Publisher	Capcom
Release date	(jp) February 26, 2004
Genre	Action-adventure
Mode	1 Player

Onimusha 3: Demon Siege, released in Japan and Europe as Onimusha 3, is the third game of the Onimusha series and was released for the PS2 in 2004. It was later ported to Windows on December 8, 2005.

The story focuses on the returning hero, swordsman Hidemitsu Samanosuke Akechi, who is in his quest to defeat his nemesis, Nobunaga Oda, who wishes to conquer Japan with his army of demons known as Genma. However, Samanosuke changes places with a French officer from the future named Jacques Blanc, and both have to adapt to their new worlds to get rid of Nobunaga and the Genma.

Onimusha 3 is played in a real-time environment instead of pre-rendered backgrounds, although the camera is still controlled by the computer. Gameplay alternates between Samanosuke fighting in modern-day Paris and Jacques fighting in feudal Japan. Samanosuke fights using close range weapons, while Jacques uses an energy whip, which can also be used at certain points to swing across gaps. While Samanosuke cannot swing like Jacques he is able to use a bow in order to perform long-range attacks. Both of the characters also have defensive skils known as Issen that allows them to instantly kill an enemy by attacking just before the enemy makes contact with its attack.

Samanosuke and Jacques can gain elemental weapons, changing their fighting style and allowing access to magical attacks. Defeating enemies reaps souls, which when absorbed can restore health and magic, be used as currency for purchasing ammunition and health items, and allow Samanosuke or Jacques to enter a more powerful Onimusha state for a short time. If the player collects certain items during the game and completes it, Samanosuke will be able to use his weapons from the first game in the next playthrough. Armors with different properties can be obtained in the game but they require some items in order to work.

During certain portions of the story, players also get to control Michelle, who relies on firearms. Another minigame gives the players control over the lance fighter Heihachiro. Unlike Samanosuke and Jacques, Heihachiro and Michelle do not possess upgradeable weapons and cannot enter the Oni mode.

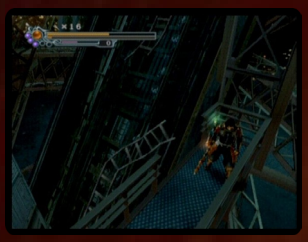
New to this game is a focus on time travel when solving puzzles. For example, if Samanosuke comes across a door in the present that has become too withered to open, Jacques will need to open the door in the past so that it will stay open for Samanosuke to progress. Things Samanosuke does in the present will not affect things in the past. However, Ako is able to transfer some items between both timelines.

Onimusha 3 was announced in May 2003 as the last game within the franchise. The Onimusha series was originally conceived as a trilogy with Onimusha 3 meant to close the storyline. The team behind Onimusha 3 had previously developed the

first game, Onimusha: Warlords. The two share in common the focus in action as Onimusha 2: Samurai's Destiny was made by another team that implemented a bigger focus in adventure.

As Onimusha 2: Samurai's Destiny did not sell well in the Western market, Capcom decided to make the next sequel with the idea of appealing Western gamers. Capcom employee Ben Judd was skeptical whether this approach would work. As a result, they decided to set in Paris in order to generate a big contrast with ancient Japan. New York was also suggested by members from the staff, but it was eventually decided that city was used in many games. The city was also decided because Onimusha 2 had the worst sales in Europe making them focus on where they "lost the war." Capcom anticipated this game to sell 700,000 copies worldwide by the end of the fiscal year after its release. With the use of the modern French setting, the story involved time travel which worried producer Keiji Inafune as it could negatively affect the game if it was not well executed. However, Infafune was pleased with the final product. The game's concept was *"what would a Samurai do in the modern world, and what would a modern cop do in the ancient world."*

In order to fit the game's setting, the staff chose the French actor Jean Reno as a model for the new character of Jacques. Additionally, in order to make sure the game was realistic, Reno worked with the Capcom staff to make Jacques' motion capture and French voice acting. Inafune compared Reno's role with Takeshi Kaneshiro's work in the first Onimusha game as both actors are famous. By adding Reno, the team managed to appeal to both Eastern and Western gamers. Kaneshiro also returned to voice and motion capture Samanosuke. Director Takashi Yamasaki and CG movie action Director Donnie Yen were invited to help in the making of the game's movie scenes which *"helped immensely"* thanks to their experience. Over a hundred staff members worked together in the game's opening scene which took two years to complete.



As first two Onimusha games were designed with the original PlayStation in mind, they were given 2D backgrounds. In contrast, Onimusha 3 started development after the PS2 was released, the team managed to develop 3D backgrounds thanks to a new engine. Although the time faced the challenge of making the 3D backgrounds as interesting as the prerendered backgrounds, working some time on the PS2 gave the team confidence in designing the game. The Japanese version of the game was made less challenging than the American and European versions based on the wide audience Capcom was appealing in Japan.

For the Japanese launch of Onimusha 3, peripheral manufacturer Hori released a special Onimusha-themed memory card and the "Soul Controller", a 38-inch-long DualShock controller shaped like a tachi sword. Swinging the device around causes the player character within the game to do the same. Onimusha 3 was collected alongside its two prequels and a strategy guide in Japan as part of a box set released by Capcom on December 22, 2004.

Onimusha 3: Demon Siege debuted at number one on the Japanese sales charts according to Famitsu. The game managed to sell 431,000 units in its first week. The game went on to sell 569,275 units in Japan by the end of the year, making it the eleventh best-selling game in the region for 2004. Sales info from NPD Group and Chart Track show that Onimusha 3: Demon Siege was the 10th best-selling game in both the United

States and the United Kingdom during the week of its release. The sales in North America regions were found *"somewhat disappointing"* with Capcom's Jun Takeuchi finding the staff's work was not enough to appeal to Western gamers. Capcom VP of Strategic Planning and Business Development Christian Svensson referred to Onimusha 3 and Onimusha: Dawn of Dreams as less successful games than the first two Onimusha. As of May 2008, Onimusha 3 sold 1.5 million copies worldwide.

The game achieved highly positive critical reception with both GameRankings and Metacritic rating it 85 out of 100. Critics commonly focused on the improved controls that allow players to use the joystick's left analogue in order to move rather than the d-pad improving the flow of the combat. Another common praise is the use of the 3D engine which gives the players a better view of the game's areas. On the other hand, Eurogamer criticized the lack of innovation to the franchise and the quality from the voice acting which resulted in inconsistency with Jacques' character. Jeremy Dunhan from IGN praised the story and the game's lasting appeal provided by its additional content. GameSpot's Greg Kasavin shared a similar view based on its *"strong"* but criticized some subplots such as Jacques' relationship with his family or Ako's role as one of the plot's biggest flaws. Although Eurogamer noted that there are times the camera does not show an enemy, the lock on function can remedy it by attacking enemies offscreen. The graphics also were well received by writers although Kasavin expected a bigger interaction with the areas. Dunhan found the game's audio appealing thanks its English cast but missed the original Japanese audio.

In the making of Resident Evil 4 game designer Shinji Mikami was inspired by the camera from Demon Siege. According to Capcom's Yoshinori Ono, the 3D engine *"pushed the PS2 hardware to its limits"* resulting in Capcom's desire to retain the same quality for their following game, Shadow of Rome. Inafune commented that some gamers did not like the game because they did not think it was a proper samurai game. As a result, the next game, Onimusha: Dawn of Dreams, would be set in ancient Japan.

GamesRadar listed Jean Reno's work as one of the eight celebrity roles impossible to take seriously based on the actor's fame and previous works. On the other hand, GameSpot picked it as a finalist in the "Best Use of a Celebrity" award in its lists of 2004's best games. The magazine PSM3 made a feature titled *"Onimusha 3: Why it was the pinnacle of PS2 action"* where they praised the game for its depth in combat mechanics and how well it has aged despite retaining fixed cameras and a linear level progression. IGN also picked Onimusha 3 as "Game of the Month" in April 2004 as well as one of the best looking PS2 games. In the Japan Game Awards from 2003 and 2004, Onimusha 3 received the "Award for Excellence."

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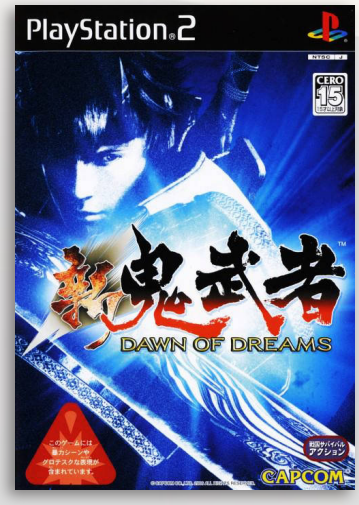
8.1

Onimusha: Dawn of Dreams



J N P

Developer	Capcom
Publisher	Capcom
Release date	(jp) January 26, 2006
Genre	Action-adventure
Mode	1 Player

Onimusha: Dawn Of Dreams, released in Japan as Shin Onimusha: Dawn of Dreams, is the sixth installment of Capcom's Onimusha overall series, while being the fourth game in the canonical main series.

The plot is set in ancient Japan decades after the events of Onimusha 3: Demon Siege and focuses on Soki, a warrior who possesses Oni powers. Soki is on a quest to stop Hideyoshi Toyotomi, who has unified Japan in league with his demonic army of Genma, and he also joins forces with several allies who share the same goal.

Dawn of Dreams utilizes a complete 3D rendition of its environment rather than pre-rendered backdrops. In addition, the player is now able to control the camera for most of the game, as opposed to the static camera angles employed within its predecessors. The player primarily controls a swordsman named Soki who retains the abilities from previous Onimusha heroes such as magical skills and the ability to absorb the demons' souls upon defeating them. The demons' soul allow the player increase the power of his weapons and protection as well as restore the character's health and magic powers. Soki can also enter for a short time into the Oni mode which increases his powers.

When obtaining enough experience, Soki levels up which gives the player the option of increasing any of Soki's skills and obtaining a new move as a result. Across his journey, Soki meets several allies who join him in combat. The player is responsible for handling their weaponry and level up. During gameplay, the second character that is not controlled by the player can be issued commands via the directional buttons. The player can also control the supporting character, allowing him to use the character's unique skills to perform an action Soki is unable to. For example, Jubei can take advantage of her low size to walk through weak floor while Tenkai can interact with spirits. There is also co-op mode that allows the second player to control another character.

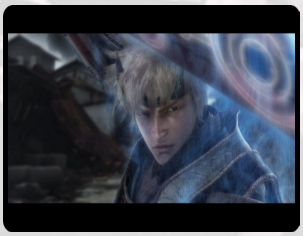
Upon finishing a stage, the player rests in an area where they get the chance of going to a previous stage with a determined partner and unlock new items. Soki's teammates are able to combine the items Soki obtained in order to create a medicine. Additionally, a shop system allows the player to purchase weapons that they can upgrade, along with valuable supplies such as medicine and accessories that convey a variety of benefits.

There is a Dark Realm that the player can freely choose to enter after a certain point in the game. If the active character is wearing one of the secret Street Fighter II costumes in the Dark Realm, the associated character's theme will play from the Panasonic 3DO port of Super Street Fighter II Turbo.

Although Onimusha 3: Demon Siege was announced as the last Onimusha game, Capcom's Keiji Inafune explained it was actually the last title within Nobunaga Oda's storyline. Following the release of Demon Siege, Capcom got multiple

requests by fans to develop another Onimusha game. Rather than making it a sequel titled Onimusha 4, the team thought about *"resetting"* the franchise as they planned to overhaul the gameplay. The game was announced in April 2005. The reveal included the game's premise and new main character. The cherry blossoms were defined by Inafune as the theme behind the game. Development of the game took two years. The making of the game was a very different process the previous Onimusha games had. At first there were few staff members so they worked in the game design. Later, the team was expanded with artists and programmers. Following this, the team often reunited several times to discuss ideas to finalize the design of the game.

As a result of not being part of the same saga, Dawn of Dreams was given new gameplay elements. While Nobunaga's trilogy gave the player a clear goal and a fixed camera, Dawn of Dreams offers a free camera meaning that players have the freedom to explore areas. To avoid having issues with the camera, the lock on function was made more clear while the joystick's right analogue allows to change enemy targets. The staff worked to keep the game at 60 frames per second while retaining the same graphical quality from previous games. In order to expand the exploration elements, players were given the possibility of going back to previous stages and obtain items thanks to items or abilities unlocked across the game. There was also the objective of giving the player far more options such as multiple weapons and strategies for non-controllable characters. When compared with the change the Resident Evil series had with its fourth installment, Inafune viewed the changes as smaller since Onimusha has always been focused on action unlike Resident Evil which changed from survival horror to action since its fourth title. He also mentioned the fighting system would be more intense than in previous games. When developing Shadow of Rome, producer Yoshinori Ono and Inafune realized they could innovate Onimusha by giving it more action elements. As Ono did not like some of the puzzles from previous games, he decided to make them optional by the players the option of obtaining the desired item by breaking the puzzle.



While previous games offered a mix of realism and fantasy, Dawn of Dreams had the concept of *"cool."* This affected the main character who was designed with the idea of making him look cool. Soki was not modelled after any famous Hollywood star unlike previous heroes. This is due to Capcom only trying to appeal hardcore games rather than team's original goal of expanding the games to the general market. This resulted in more complex game mechanics. Additionally, the use of actors gave Capcom restriction when making projects involving the franchise outside of video games. Inafune expected Dawn of Dreams to be adapted to other forms of media. In order to add returning characters despite not being able to live in Dawn of Dreams's storyline, the staff used alias. This generated early speculations most notably the Tenkai's true identity being Samanosuke Akechi, the returning hero from previous games. Ono did not respond to the fans' questions, expecting them to learn the true by playing it. Despite the focus on action rather than the setting, the team did not reduce the plot's length and instead they gave it twice the content of storyline than Demon Siege. Ono considered Demon Siege *"quite short"* and thus expected players to complete this game in between 30 and 40 hours.

Dawn of Dreams underperformed upon release according to Capcom. It was the 41st bestselling game in Japan in 2006 with a total of 325,872 units shipped. Capcom VP of Strategic Planning and Business Development Christian Svensson referred to Demon Siege and Dawn of Dreams as less successful games than the first two Onimusha. In 2012, GamesRadar listed Dawn of Dreams as one of the titles they wished to be rereleased in a HD collection since they noted the original game did not achieve good popularity as result of the next generation consoles having been released in the same period.

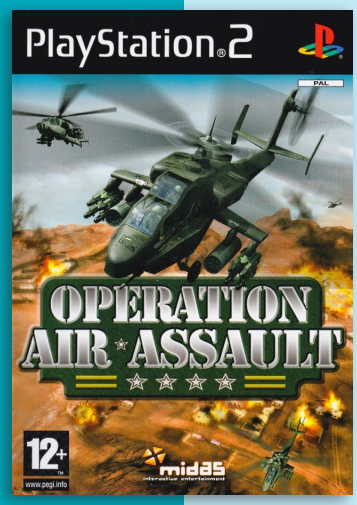
Despite its poor popularity, Dawn of Dreams received positive critical response by video game publications. It has had aggregate score of 81/100 on Metacritic and GameRankings. Praise was aimed commonly at its new action elements that give player a more varied combat. IGN commented that *"you won't be fighting the smartest enemies in the world (and some of the puzzles can be tedious) but the combat is fantastic and the challenge is just right."* The unique of the controllable characters were noted for giving the player the idea of returning to previous stages and unlock new items. Although the new two player mode has been welcome by critics, Cheat Code Central and GameRevolution noted some issues within it that made it less appealing.

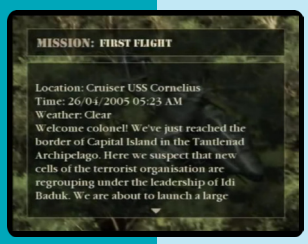
While GameSpot praised the quality of the voice acting, VideoGamer.com criticized it and was disappointed with how the European release of the title lacked the original Japanese audio unlike the North American release. The presentation received general positive response due to its graphics and cutscenes. Some critics noted some translation issues that affected the script. Nevertheless, the plot generated good responses by VideoGamer.com and Cheat Code Central, the latter website finding it more enjoyable than previous Onimusha games thanks to the levity it has. VideoGamer noted while at first it could be difficult to understand to newcomers, the plot became more interesting as it moved on.

During 2007 Keiji Inafune commented that as Dawn of Dreams lacked characters based on real actors he felt there was entertainment value missing. As a result, he commented that should he ever make another Onimusha game he would add more of these characters. Inafune also talked about making a follow up to Dawn of Dreams but he stated he was more interested in developing Mega Man Legends 3.

Operation Air Assault

7.3





Developer	InterActive Vision Games
Publisher	Midas Interactive Entertainment
Release date	(eu) February 25, 2005
Genre	Simulation, Action
Mode	1 Player

In this simulator the player controls an AH-64 Apache, the "primary attack helicopter in the U.S. Arsenal". It can be controlled from 5 different points of view, including first (inside the cockpit) and third person view. The on screen display holds valuable information to the pilot, such as damage meters, status of engines, rotor brakes, wheel brakes and hover, air speed, altitude, compass, radar, RPM, Torque, Fuel and more.

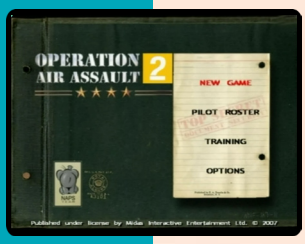
The game features two control systems: arcade and physics mode. In arcade mode the helicopter maintains altitude while flying forward, while the physics mode is based on real world physics, thus, when the helicopter is moving forward, it will also lose altitude if the motor power isn't increased.

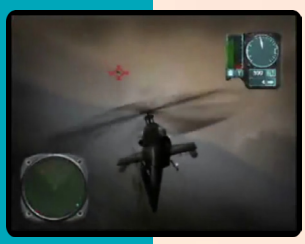
The AH-64 comes equipped with 3 different types of weapons: Hellfire Missiles, m230 Chain Gun 30mm Automatic Cannon and Hydra Rockets.

P

Operation Air Assault 2

6.2





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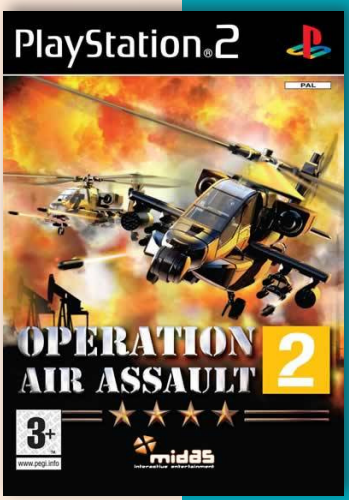
Developer	Naps Team
Publisher	Midas Interactive Entertainment
Release date	(eu) June 8, 2007
Genre	Simulation, Action
Mode	1 Player

Operation Air Assault 2, also known as Apache Longbow Assault, is a helicopter simulator for the AH-64 Apache Longbow variant and the follow-up to Operation Air Assault/AH-64 Apache Air Assault. Similar to the previous game it is a mix of a simulation and arcade so players can start right away. The in-game cockpit then serves largely as a reference frame rather than complex manipulation by the player.

The only game mode is a linear campaign that consists of about 30 missions. They take place during different times of day, weather and over varied terrain, including mountains, beaches and seas. It features head-to-head fights with other helicopters, attacking AA batteries, ships and ground vehicles, rescue operations and defense missions.



Online Pro Wrestling

6.0

J

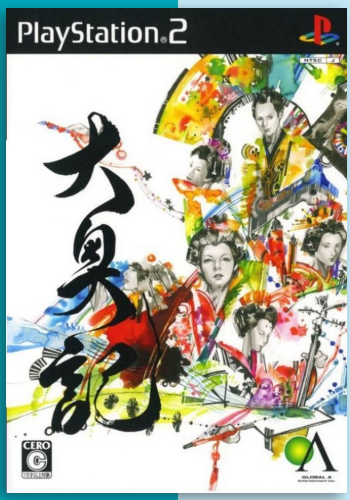
Developer	Yuke's
Publisher	Yuke's
Release date	(jp) May 6, 2004
Genre	Sports
Mode	1-2 Players

Online Pro Wrestling is a professional wrestling game released on the PS2 by Yuke's in Japan. It is based on the WWE SmackDown! video game series based on the professional wrestling promotion WWE.

The game introduced a more traditional grappling system while retaining the series' fast gameplay. This new grappling system also includes body damage meters, individual character scales consisting of stats such as strength, endurance and speed, and submission meters for both the person applying the move and the person breaking out of the move.

It was based as an online game where people could fight each other online in virtual tournaments, single matches, and tag matches.

Oookuki

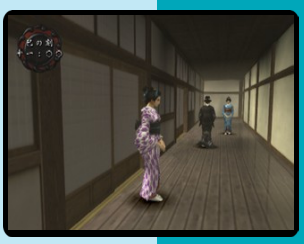


Developer	Global A
Publisher	Global A
Release date	(jp) June 5, 2008
Genre	Adventure
Mode	1 Player

This strategy adventure game, set in the Edo period, tells the story of Tokiko, a daughter of a lesser daimyo who was falsely accused and forced to commit Seppuku. The young Tokiko narrowly escaped death and was brought up by one of her father's retainers as his own. But to avenge her biological father, Tokiko gave up her stable life and enters the political whirlpool that is the Shogun's harem (Oooku) as a servant girl and seeks to eliminate her enemies one by one through clever ploys.

Tokiko enters the establishment and gathers information about her enemies until she considers that she has prove enough in her hands to appeal to people of higher authorities (the Shogun's wife for example) to eliminate her targets. And the longer she stays there, the higher her position in the harem becomes and the deeper she is involved in the political intrigues.

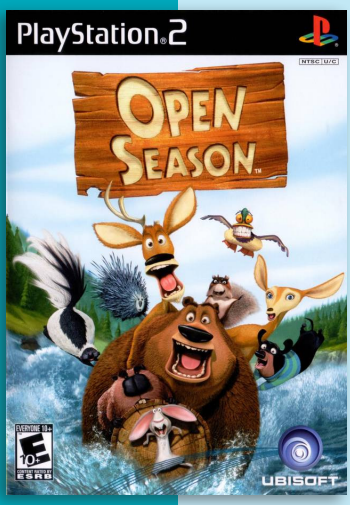
6.0

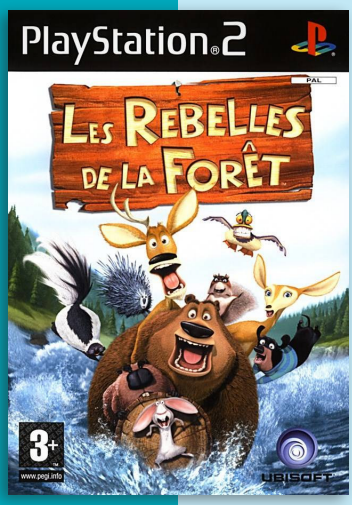


J

Open Season

5.7



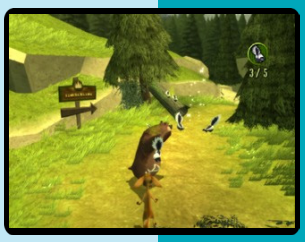


Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) September 19, 2006
Genre	Action-adventure
Mode	1-2 (4) Players

Open Season is based on the movie of the same name. While Patrick Warburton, Matthew W. Taylor, Nika Futterman and Danny Mann reprise their roles from the movie, most of the original voice actors were replaced.

In this game the player takes the role of Boog, a domesticated bear who tries to return to the civilization after being released in a nearby forest due to an unfortunate misadventure, and Elliot, a crazy, one-horned deer who desires to be Boog's partner. In order to achieve his goal, Boog will have to prove himself to the creatures of the forest by helping them to get rid of the hunters. By gaining their respect, Boog will be able to convince the creatures to help him reach his hometown.

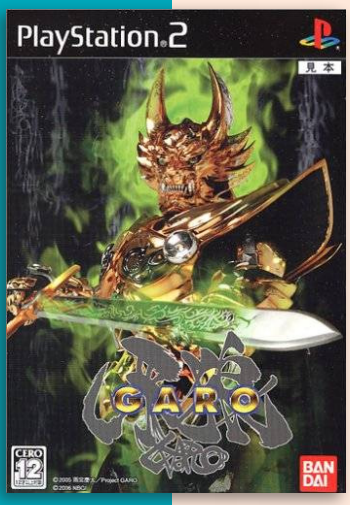
The game's genre is action-adventure. Boog can do many actions, such as throwing skunks through a hunter's chimney to scare them, or looking for berries to heal himself by smelling them. Many skills can be upgraded to 3rd level. Players can also decide what to do with the hunter: Sneak up and scare him or run up and throw him. In the game, the player must do many tasks for the forest animals, and when players do the max tasks for that species, they become their companions, and let players throw them at hunters as well.



N P

Ougon Kishi Garo

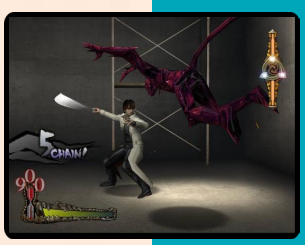
4.6



Developer	Bitstep
Publisher	Bandai
Release date	(jp) April 20, 2006
Genre	Beat-'em-up
Mode	1-2 Players

Golden Knight Garo is a beat-'em-up based on the tokusatsu TV show Garo. It was published by Bandai and released in Japan on April 20, 2006. Gameplay modes include; Garo/Fanged Wolf Mode, Dark Knight Mode, Versus Mode, 500-Year One Time Disaster Mode and a Gallery Mode.

The Limited Edition came with a green 'Madou Fire' recolor of the metal Zaruba ring from "Equip and Prop Vol. 1" Garo toy series.



J

Onmyou Taisenki: Byakko Enbu

8.0

J

Developer	Matrix Software
Publisher	Bandai
Release date	(jp) March 31, 2005
Genre	Action
Mode	1-2 Players

‘Onmyou Taisenki - Byakko Enbu (“Onmyou Taisenki - Byakko Dance Performance”) is based on the Japanese manga series, Onmyō Taisenki, by Yoshihiko Tomizawa and Hiroyuki Kaidō. It was released on March 31, 2005. The PlayStation 2 EyeToy is required to play this game. Players will have to make sign movements to fight different evil spirits.

Onmyou Taisenki: Hasha no In

8.1

Developer	Matrix Software
Publisher	Bandai
Release date	(jp) June 23, 2005
Genre	Action
Mode	1-2 (4) Players

The second PS2 game, ‘Onmyou Taisenki - Hasha no In,is a side-story with the same characters from the anime, where Kogenta and Riku train and become stronger through five Fukumaden (“abode of the demons”), which are parallel worlds with lots of Youkai (“demons/evil gods”). The five Fukumaden featured in this game are Fire, Water, Tree, Earth and Disorder. The ‘Gold’ element from Onmyoudou is also featured in the game.

J

Orange Honey: Boku wa Kimi ni Koishiteru

8.0

J

Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) April 26, 2007
Genre	Visual novel
Mode	1 Player

The heroine, Kaze Aiha, is facing a crisis in her life. After an incident, she isn’t able to paint, even though she’s an award-winning member of the art club. Unable to handle the pressure, she decides to quit the club while using her student council duties as an excuse.

The Limited Edition features a new cover, 4 postcards and a bonus Drama CD.

Orange Pocket: Root

6.1

Developer	Hook
Publisher	Pione Soft
Release date	(jp) April 28, 2004
Genre	Visual novel
Mode	1 Player

Orange Pocket: Lute for PS2, also known as Orange Pocket: Cornet on Dreamcast, is a console port of the Windows hentai visual novel, Orange Pocket. While the adult content scenes were removed, rating reduced, and story adjusted to work without them, the console ports feature additional story scenario and new event CG scenes. Both console versions feature one new exclusive heroine. For PlayStation 2 that is Arika Minamoto and for Dreamcast version that is Korone Kawanami.

Orange Pocket's story takes place in a rural area in Japan near a large mountain and river. The protagonist, Hideaki Eda, is attending East Tsukuda Academy and is experiencing an enjoyable life. One day, Hideaki's childhood friend Nazuna Ayase returns from the city and starts attending his school. She adapts to a rural life quickly and soon things start to become noisier as Hideaki begins to hang out with more girls from his school.

J

Otome wa Boku ni Koishiteru

7.9

J

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) December 29, 2005
Genre	Visual novel
Mode	1 Player

Otome wa Boku ni Koishiteru ("The Maidens Are Falling in Love with Me"), commonly known as Otoboku, is a Japanese adult visual novel developed by Caramel Box and released on January 28, 2005 for Windows. The game was later ported to the PS2 and PSP with the adult content removed. The Windows version was released in English by MangaGamer in 2012.

The story follows the life of Mizuho Miyanokouji, an androgynous male high school student, who transfers into an all-girls school due to his grandfather's will.

Otoboku follows a branching plot line with multiple endings, and depending on the decisions that the player makes during the game, the plot will progress in a specific direction.

8.3

Oshiete! Popotan

J

Developer	xxx
Publisher	Well Made
Release date	(jp) March 11, 2004
Genre	Visual novel
Mode	1 Player

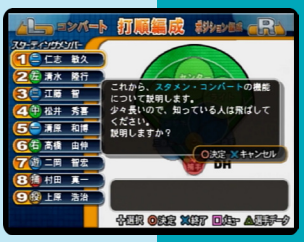
Oshiete! Popotan is a port of a PC game that was titled simply Popotan. Players take control of a character called Chris who lives with his three sisters and an android maid. Some sort of love-relationship will develop out of this odd living environment. In all, 8 female characters can become the target of his affection.

The visual novel featured a dance in its opening that became an Internet phenomenon. The dance features Mai and Mii swinging their hips sideways while holding their hands near the sides of their heads and flapping them, as if making a "good-bye" motion representing cat ears. Internet users set the dance to a sped-up chorus of the song Caramelldansen by Caramell. The scene's popularity helped the Popotan franchise and Caramell attain a cult following.

Orega Kantoku Da! Gekitou Pennant Race

8.7

Developer	Enix Corporation
Publisher	Enix Corporation
Release date	(jp) November 22, 2000
Genre	Sports
Mode	1-2 Players



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Orega Kantoku da! ("I'm the Manager!") is a baseball management sim featuring an official NPB license and includes all 12 Central and Pacific League teams and player data for the 2000 season.

After choosing a team, the player must manage their team's players both on and off the field. During the season, coach the players on batting, pitching, and fielding during practice, then direct them from the sidelines during the games. Players can talk to individual players one-on-one to give them advice or encouragement, and their attitude toward the players will affect their performance. During the off-season, players can manage retirements, drafts, and trades, or transfer to another team.

"mobygames.com"

Orega Kantoku Da! Volume 2

8.7

Developer	Enix Corporation
Publisher	Enix Corporation
Release date	(jp) March 7, 2002
Genre	Sports
Mode	1-2 Players

Ore ga Kantoku da! Volume 2 is the sequel to baseball management sim Orega Kantoku Da! Gekitou Pennant Race. It was developed and published by Enix Corporation, which was released in Japan in 2002.

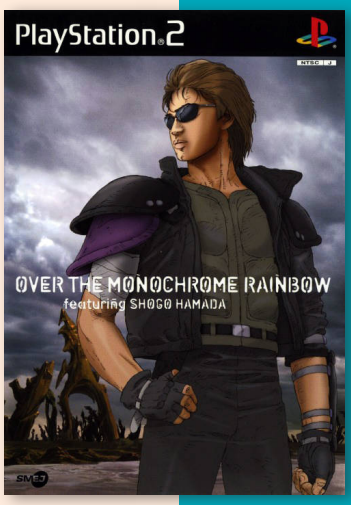
The game, again, features a full NPB license with player and team data updated for the 2001 season. New in this edition are a deeper player conversation system, detailed player data tracking, and the

J

Over the Monochrome Rainbow

8.7

Developer	Opera House
Publisher	Sony Music Entertainment Incorporated
Release date	(jp) March 19, 2003
Genre	Action
Mode	1 Player



Over the Monochrome Rainbow featuring Shogo Yamada is a action-adventure music game supervised by Yuki Fukuda , a keyboard and synthesizer artist who is a tour member of Shingo Hamada. She is a screenwriter/music/general director.

The main character of the game, Shingo Hamada, has to save the world by singing.

J

Othello

Developer	Success
Publisher	Success
Release date	(jp) July 31, 2003
Genre	Board
Mode	1-2 Players

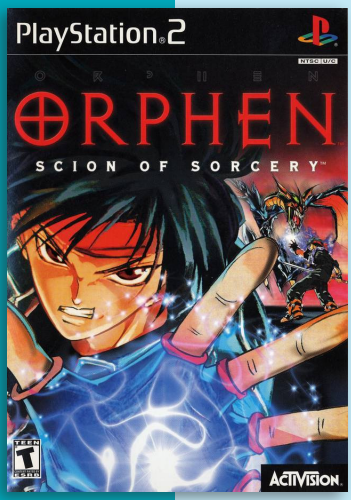
Othello is a board game, published by Success, which was released in Japan in 2003 as a budget title.

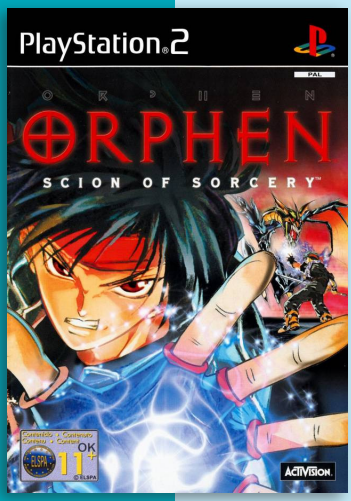
Players compete in 12 tournaments. Each competition has different rules. Players can choose from 15 different opponents who have different weaknesses and strengths. The game also feature a two player mode.

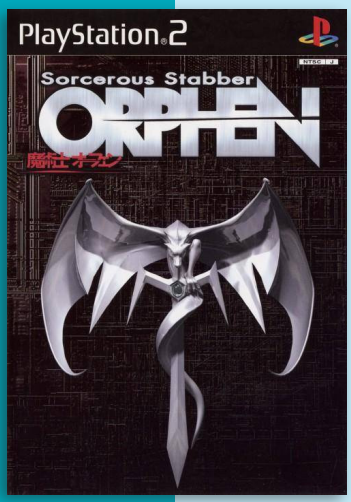
J

Orphen: Scion of Sorcery

6.4







JNP

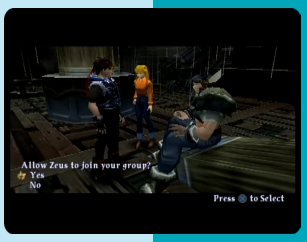
Developer	Shade
Publisher	Activision, (jp) Kadokawa
Release date	(jp) August 3, 2000
Genre	Action role-playing
Mode	1 Player

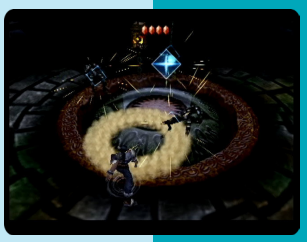
Orphen: Scion of Sorcery (known in Japan as Sorcerous Stabber Orphen) is a role-playing game for the PS2. The game was developed by Shade, co-published by Kadokawa Shoten and ESP in Japan, and released abroad by Activision. It is based on the light novel series Sorcerous Stabber Orphen by Yoshinobu Akita. The game was a launch title for the PS2 in North America and Europe.

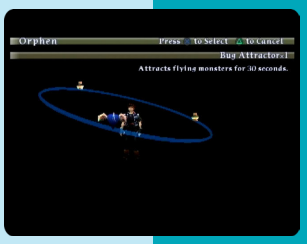
Tricked by Volcan into sailing to the merchant city of Arvanrama on the premise of "easy money," Orphen and his friends quickly find themselves in trouble when monsters attack their ship. Somehow, they all make it off the sinking ship safely, only to find themselves stranded on Chaos Island, together with three other travelers: Sephy, Zeus and Mar. They set off to explore the island and learn of a time traveling object.

Gameplay consists of a mix between platform/puzzle solving and battles. Outside of battles, the player usually controls Orphen or another member of their party, and must explore each area one at a time, solving puzzles and jumping across platforms. Treasure chests are spread out throughout areas which contain either items that can be used outside of battle or equipment which is used during battle. Although enemies can sometimes be found throughout areas, there are many scripted battle sequences that occur throughout the game. In battles, the player controls one character throughout the whole battle and can use three different pieces of equipment: melee weapons, spells, and elemental shields. Though battles are set up like turn-based battles, the battles occur in real time so that the player, allies and enemies can all attack at any time. If the controlled character dies during battle, the game ends and the player is returned to the title screen. However, the player can pause the battle and change equipment at any time, restarting the battle in the process and avoiding a restart.

The game "average" reviews, according to Metacritic. GamePro praised its plot as interesting. IGN was more critical, and described the in-game dialogue as *"mind-meltingly dull"*.

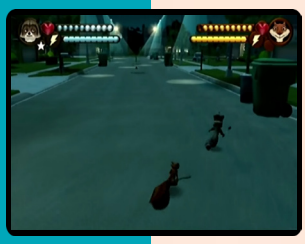






Over the Hedge

5.8



Developer	Edge of Reality
Publisher	Activision
Release date	(us) May 9, 2006
Genre	Action-platformer
Mode	1-2 Players

Over the Hedge is a 2006 video game based on the film of the same name. It is set as a sequel to the same film. Sami Kirkpatrick, Madison Davenport and Shane Baumel reprise their roles from the film as baby porcupines Bucky, Quillo, and Spike.

In the video game, which takes place a year after the movie, RJ, Hammy, Verne, and the gang feel that they need to have more things for the log (the area behind the hedge). This leads them on a wild romp through six different areas to snatch different things such as a popcorn machine and a TV for themselves.

All through the game, they try to take these things while avoiding the Sniffer, (Dwayne the Verminator), who tries to defeat them by using mind-controlled vermin he has captured as his "henchmen." At one point, many animals, including weasels, badgers, and even Vincent the bear are controlled.

Over the Hedge features 3D platform gameplay as well as mini games. Players navigate a series of homes searching for luxury items, controlling RJ, Verne, Hammy or Stella.

Two different kinds of attack can be employed, melee and ranged. The arsenal includes golf clubs, sticks, baseball bats, plungers and other various items to use as improvised weapons . Ranged attacks consist of throwing boomerangs, frisbees and shooting golf balls, these attacks can be charged up. There are also energy attacks, projectile weapons and objects to pick up and throw at enemies. The game has several pickup weapons, such as weapons that only opponents have (i.e., a trowel). There are also guns that can be picked up, such as a toy ball launcher, a freeze ray, a bubble shooter, or a lava blaster.

Players can jump or double jump. The game allows a second player to join the game at any time. There are also plenty of obstacles and hazards to overcome, as well as objectives to complete and extras to collect. The game also has an array of hats, which when collected act as armor.

N P

6.0

Otometeki Koi Kakumei * Love Revo

Best Edition

Love Revo Box

J

Developer	HuneX
Publisher	Interchannel, GungHo
Release date	(jp) January 26, 2006
Genre	Visual novel
Mode	1 Player

Otometeki Koi Kakumei Love Revo!! ("Girlish Love Revolution Love Revo!!") is an otome game originally released in 2006 for the PS2.

The main character, Hitomi Sakuragawa, was once a cute, beautiful girl, winning beauty contests in childhood. However, after losing to the temptation of junk food received from fans, she has steadily gained weight... until she reached 100 kg in her second year of high school. At the beginning of the school year, the main character and her brother moved into her father's mansion-like dorm. She discovered that the school's most popular guys are also moving in. Their impressions on her shocked her into starting a diet.

Love Revo takes place over a school year and works on a 3-day block basis where the player decides what actions to take for the next three days (one if it is a Sunday or a holiday). The player can choose to spend the whole day, or divide her day, using half the time for studying in school. The actions vary for each choice; if the player chooses to use the whole day, the actions follow as study, literature, science, and physical education. Whereas when the player choose to use half her day to study, after she may explore, eat candy to relieve her stress, diet, go to the club, and so on. On holidays and Sundays, all actions are available including going on a date with guys.

Dieting is a half-day option on normal days and accumulates the most stress. The player can lose weight through exercises, by using equipment, or consuming slimming products. Each activity is given a star value and the player can only use up to certain values on different days. As a result of dieting, Hitomi will gain stress. In order to reduce stress, the main character has to consume snacks and foods which, sometimes, depending on the food, may increase weight.

There are many shops and facilities that Hitomi can visit in the game. By using these shops to her advantage the main character can purchase snacks, dieting products, equipment and services like facials.

Osouji Sentai Clean Keeper H

7.3

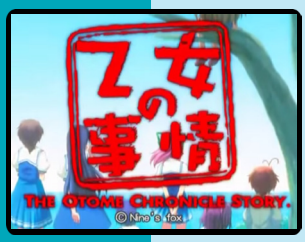
Developer	Lupinus
Publisher	Idea Factory
Release date	(jp) October 1, 2009
Genre	Acton-adventure
Mode	1 Player

Players take control of an average high school sophomore named Kurou Minamoto. He have been recruited (against his will) to clean up Takamagahara High School. “Takamagahara” in the Shinto religion refers to the heavenly plain where deities reside. Kurou’s janitorial duties take on a more serious turn when three devilish girls launch a coordinated effort to slather dirt and detritus throughout the school.

J

Otome no Jijou

9.2



J

Developer	Nine’s Fox
Publisher	Nine’s Fox
Release date	(jp) September 28, 2006
Genre	Visual novel
Mode	1 Player

Otome no Jijou is an visual novel that tells the story of Kihara Genki, a mediocre high school student that is bored ‘cause all the days are the same for him in the Subaru Gakuen high school, until one day when he discovers a secret of his classmate and childhood friend.

The Limited Edition Includes a luxurious digipack booklet containing liner notes and an original audio collection.

Otona no Gal Jan: Kimi ni Hane Man

9.0

Developer	Jaleco Entertainment
Publisher	Pacific Century Cyber Works, Jaleco Ent.
Release date	(jp) December 18, 2003
Genre	Board
Mode	1 Player

Otona no Gal Jan: Kimi ni Hane Man is a “Girl-Jongg” variation of Mahjong that features story elements as players play against eight idols. Players play Mahjong, talk to the idols (who show up in various states of undress), and face dating situations in this mix of love and play on the table.

“psxdatacenter.com”

J

Otona no Gal Jan 2

5.0

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) November 23, 2005
Genre	Board
Mode	1 Player

This is the second entry in a series of mahjong titles where the player versus various idols in a game of mahjong.

Between matches, players can have conversations and go on dates with one of the twenty different idols. Players will have to make the correct answers to get a good ending with one of the idols.

Otostaz

7.8

Developer	SCEI
Publisher	SCEI
Release date	(jp) May 30, 2002
Genre	Puzzle
Mode	1-2 Players

Players control a little paper doll avatar and bounce about a grid of squares placing pieces. Three pieces can be placed directly by the player: soil, water, and trees. Depending on how those pieces are scattered, buildings spring up and evolve into higher forms, gradually netting more points for the player. The goal is to build the nicest town possible, with a densely-packed collection of high-level buildings.

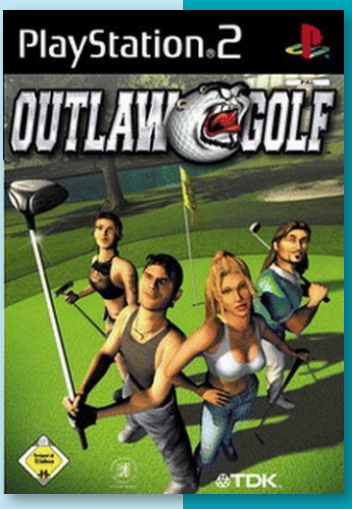
Outlaw Golf

5.4

Developer	Hypnotix
Publisher	TDK Mediactive
Release date	(eu) November 21, 2003
Genre	Sports
Mode	1-2 (4) Players

The first game in the Outlaw series of sports titles is a golf game intended for adults and mature teens.

Outlaw Golf pits players as one of ten over-the-top golfing personalities to compete in over 30 different tour events from where they attempt to unlock new characters, better clubs and balls as well as improving the golfer's skills along the way with 12 different mini-games.



Outlaw Golf 2

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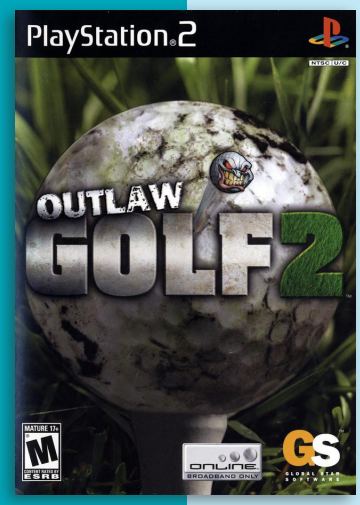
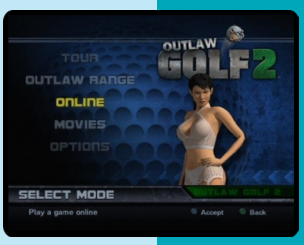


Developer	Hypnotix
Publisher	Global Star Software
Release date	(us) November 25, 2004
Genre	Sports
Mode	1-2 (4) Players



Following the style of its predecessor, the original Outlaw Golf, the game stays true to bad attitude, sexual themes and bunch of characters who just happen to find something in common to take upon - a game of golf. The four characters, Harley, Summer, El Suave and Ice Trey, are back, with several more characters to be unlocked as players go through the courses.

There are several additions not seen in the original game, such as different game modes as well as golf cart racing which lets players earn the legendary burning shot, though the beating of your caddy to raise the composure is still included. The game also supported online play.

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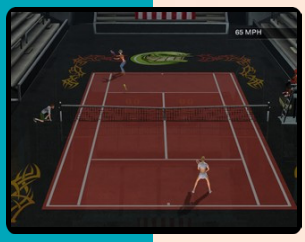
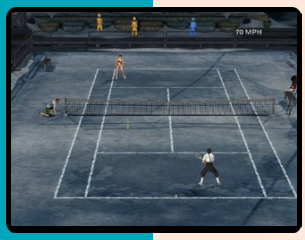
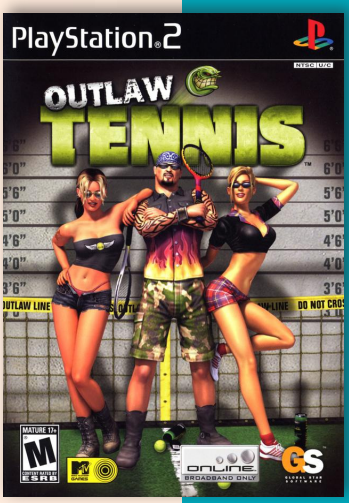
Outlaw Tennis

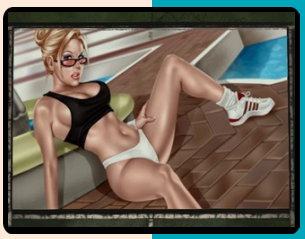
6.7





Developer	Hypnotix
Publisher	Global Star Software
Release date	(us) July 26, 2005
Genre	Sports
Mode	1-2 (4) Players





The game features all the characters from the previous Outlaw games and adds a few new ones for a total of 16 playable characters. Like the other Outlaw games, there are a number of unlock-able items including new characters, racquets, balls, courts and mini-games and a hard rock soundtrack.

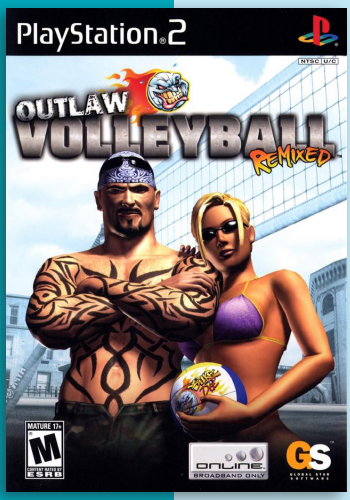
The game follows the traditional rules of tennis and adds the unique humor and special features common to the series including player fights, exploding balls, changing weather, character improvements, outfits and other accessories.

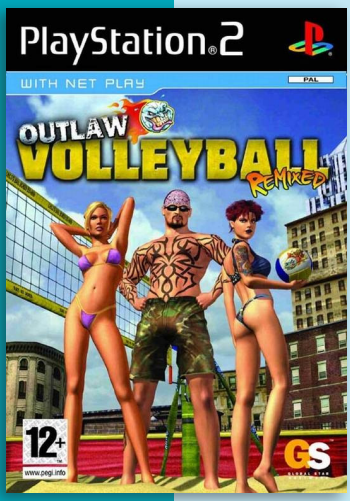
There are 6 game modes including: Exhibition, Tour (50 Tour Matches - Singles, Doubles & Canadian Doubles mixed), Random Play, Drills and Network play. Special matches include Classic, Hot Potato, Casino, Baseball, Football, Pinball and Ping Pong which are similar in nature to the other games in the series.

The game was met with average reception.

Outlaw Volleyball Remixed

5.7



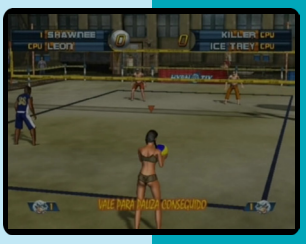


Developer	Hypnotix
Publisher	TDK Mediactive, (us) Global Star Software
Release date	(eu) April 8, 2004
Genre	Sports
Mode	1-2 (4) Players

Outlaw Volleyball is a based on the sport of volleyball. It was originally published for Xbox and included a sampler CD of tunes by cover band Diffuser. It was later ported to PS2 with two new courts and a handful of additional player costumes, accessories, etc. under the title Outlaw Volleyball Remixed. The game features Steve Carell as the announcer.

The game follows the normal rules of volleyball and a standard game with standard rules can be played. However, there are a number of different modes that mix up the standard formula. One example is Hot Potato, where the ball is played as a timer ticks down, and once it runs out the ball explodes upon impact of the nearest player. Another is “Casino Round”, where the longer the volley, the more money the scoring team on that play gets. Individual settings can also be altered within these modes, such as adjusting whether only the serving team can score a point (“side out” rule) or any team who wins the volley gets a point.

Fighting with other characters in an option before a serve where a player can choose to fight an opponent on the other side of the net. If the player wins they earn the victim’s momentum bar. Beating tokens are earned after great plays and a turnover of the serve.



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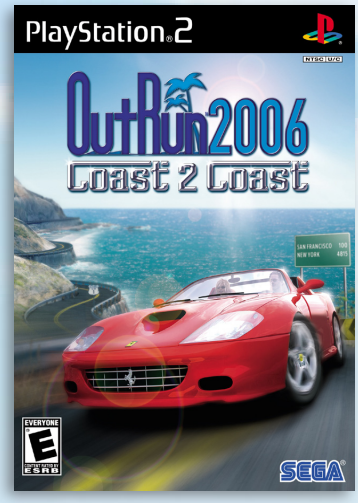
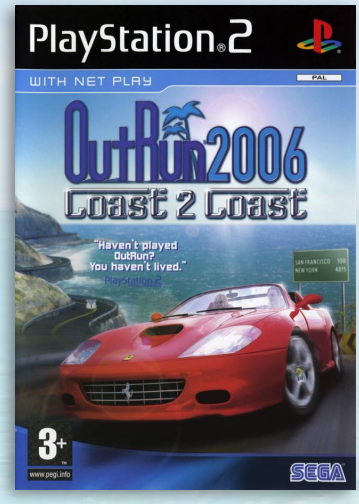
8.1

OutRun 2006: Coast 2 Coast





Developer	Sumo Digital
Publisher	Sega
Release date	(eu) March 31, 2006
Genre	Racing
Mode	1 (- 8) Player(s)

OutRun 2006: Coast 2 Coast is a racing game developed by Sumo Digital and published in 2006 by Sega AM2. It is the 9th title in the series. Outrun 2006 is a re-imagining of the first game in the series, and has a new game engine and modern graphics. The game includes single-player races and challenges, and local network and internet multiplayer.

OutRun 2006 was released in Europe and North America on the Xbox, PS2 and PSP in March–April 2006, but was delayed until June for PC. Each version is subtly different so as to play to the strengths of its home system, which includes a link-up feature between the PS2 and PSP versions, a different mission set for the PSP and Xbox Live support on the Xbox.

The game featured an online mode for up to six players. As of May 13, 2009, the servers are offline for the PC, PS2 and PSP versions of the game. The Xbox Live servers went offline on April 15, 2010 due to the discontinuation of Xbox Live for Xbox.

Cars have varying classes ranging from Novice to Professional, with increased top speeds and diminished handling as the difficulty rises. New to the OutRun series is the addition of a separate "OutRun" class, which applies to every car and allows each car to have increased performance in all aspects; cosmetic changes including racing stripes and decals as well as completely renovated bodywork are also evident.

OutRun 2006: Coast 2 Coast features 15 different cars, the most ever seen in any OutRun game. In addition to the ten vehicles from OutRun 2 SP, new models include the 550 Barchetta, F355 Spider, Superamerica, 328 GTS, and the Ferrari F430. Some models cannot be unlocked on the PSP or PS2 without the use of the cross-system connectivity feature inherent of the two systems or cheat codes.

Coast 2 Coast mode is the game's "career" mode, in which there are many challenges (labeled as "missions") to complete, ranging from racing rivals for the top position to thrilling player's passenger by completing their requests to execute certain driving maneuvers or tests of memory and logic. The racing modes from OutRun 2 SP ("OutRun race", "Heart attack" and "Time attack") are still available, while adding four extra modes exclusive to the Coast 2 Coast mode:

Test your Drift: A one-on-one race with the objective of accumulating points by drifting through bends;

Test your Slipstream: The player must drive behind traffic vehicles to collect the points and beat rivals;

Avoid the Knockout: Elimination race. The last-placed car at the end of each stage is automatically ejected from the challenge; and

Do not Lose your Girlfriend: Another one-on-one duel, but here the player must stay ahead of the rival couple until their "heart points" reach 0.

When the game is started for the first time, a limited selection of cars, tracks, challenges, and background music is available. Each individual element can be unlocked through the exchange of "OutRun Miles". which are points that player's score for progression through Coast 2 Coast mode or normal game, but the race does not need to be finished to earn OutRun Miles.

The game was met with positive reception. It currently has a score of 80% and 81 out of 100 for the PlayStation 2 version according to GameRankings and Metacritic.

In 2014, Edge ranked the game at #71 on its list of "The 100 Best Games to Play Today", stating that *"Sun-seekers and joyriders call it home, its crystal lakes and epic drifts an escape from war-torn deserts and space marines."* In a 2017 special edition of the same magazine, listing their 100 top videogames of all time, OutRun 2006 was one of only two racing games on the list, along with Trials Fusion.

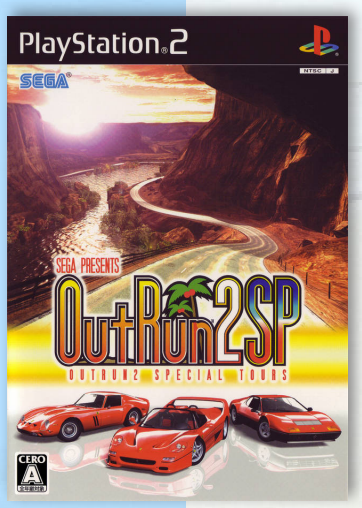
8.3

OutRun2 SP Special Tours

Developer	Sumo Digital
Publisher	Sega
Release date	(eu) February 8, 2007
Genre	Racing
Mode	1 Player

When OutRun2 SP Special Tours was released for the home market in Japan more than 10 months after Coast 2 Coast, it retained the original arcade title OutRun 2 SP. The PS2/PSP link-up feature was removed, as the PSP game was not launched in Japan (all PSP unlockables are included in this version from the start). Instead it has gained force feedback wheel support for GT Force and GT Force Pro. The animations at the end of the courses (i.e. volcano erupting and space shuttle launching) which were absent from C2C, are included in 2SP. It also has a couple of extra unlockable music tracks (for example, SP Remix of "Rush a Difficulty") not available in the other versions. And just like in the arcade original, Clarissa has more revealing clothes in this version."

"mobygames.com"



Oretachi Gēsen Zoku series

Oretachi Gēsen Zoku (オレたちゲーセン族) is a series of 19 emulated arcade machine game titles from the 80s and 90s for PlayStation 2 published by Hamster and only available in Japan. Of the 19 games, the last two – Thunder Cross (1988) and Trio the Punch (1990) – were previously never released on home platforms.

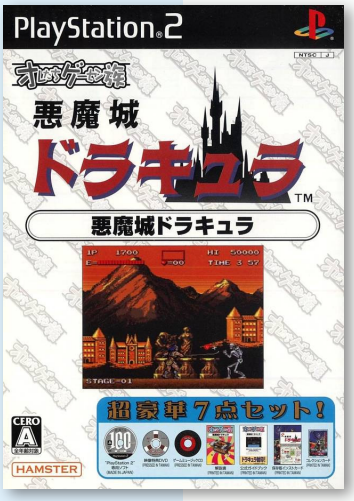
Each game costs 2,000¥ and includes seven items:
• A PlayStation 2 CD-ROM disc with the emulated arcade game
• A miniDVD with promotional trailers of other Gēsen Zoku titles and a "Master-play" video (a playthrough played by an expert)
• A Mini CD with the original game soundtrack and arranged versions (remixes by group Super Sweep)
• Instructions booklet with information about the original Arcade PCB
• Official mini strategy guide book (with game information, tactics and advice)
• Replica display card
• Collection card (reproducing the original arcade flyer)

5.1

Oretachi Game Center Zoku: Akumajou Dracula

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) May 25, 2006
Genre	Action-platformer
Mode	1-2 Players

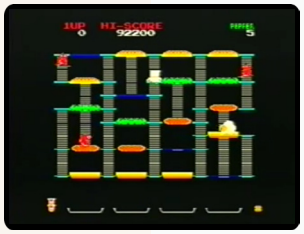


Haunted Castle is a side-scrolling platformer released by Konami for the arcades in 1988. The game serves as an adaptation of the original Castlevania. Haunted Castle is a typical platform game with six levels, which are played through in a linear progression. The player controls the main character, whose primary mode of attack is via his whip. By destroying certain enemies, he can switch his weapon to a more powerful spiked flail or sword.

Oretachi Game Center Zoku: BurgerTime

7.5

Developer	Hamster
Publisher	Hamster
Release date	(jp) October 27, 2005
Genre	Action-platformer
Mode	1-2 Players



BurgerTime is a 1982 arcade game created by Data East initially for its DECO Cassette System. The player is chef Peter Pepper, who must walk over hamburger ingredients located across a maze of platforms while avoiding pursuing characters.

The game's original Japanese title Hamburger was changed outside of Japan to BurgerTime, reportedly to avoid potential trademark issues.

J

Oretachi Game Center Zoku: Contra

7.4

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) May 25, 2006
Genre	Action-platformer
Mode	1-2 Players

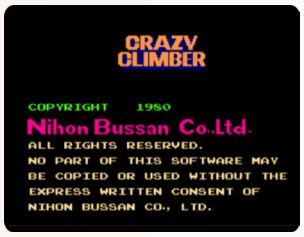
Contra is a run and gun game developed and published by Konami, originally released as a coin-operated arcade game in 1987.

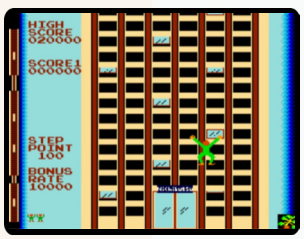
As either Bill or Lance, the player must get to the end of each stage, shooting everything in sight, while avoiding enemy fire themselves. The player can upgrade their standard-issue rifle into one of four different weapons.

Oretachi Game Center Zoku: Crazy Climber

7.4

Developer	Hamster
Publisher	Hamster
Release date	(jp) July 21, 2005
Genre	Action-platformer
Mode	1-2 Players





Crazy Climber was produced by Nichibutsu in 1980. It is one of Nichibutsu's most highly acclaimed video games in its library. A precursor to the platform game genre, Crazy Climber was the first video game revolving around climbing, specifically climbing buildings, before Nintendo's 1981 release Donkey Kong.

J

6.0

Oretachi Game Center Zoku: Karate Dou

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) July 21, 2005
Genre	Fighting
Mode	1-2 Players

Karate Champ, known in Japan as Karate Dō, is a 1984 fighting game developed by Technōs Japan for Data East. It established and popularized the one-on-one fighting game genre. A variety of moves can be performed, using a best-of-three matches format like later fighting games, and it features training bonus stages. It influenced Konami's Yie Ar Kung Fu and other fighting games.

Oretachi Game Center Zoku: Moon Cresta

8.5

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) July 21, 2005
Genre	Shoot'em up
Mode	1-2 Players

Moon Cresta is a fixed shooter released in 1980 by Nichibutsu. The action involves the player moving their ship along the base of the screen, while wave after wave of aliens come towards it. The yellow aliens split when shot, while the magenta ones are the toughest of all. Once the coast is clear, the player must attempt to manually dock their ship in a limited amount of time.

7.0

Oretachi Game Center Zoku: Nekketsu Kouka Kunio-Kun

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) January 26, 2006
Genre	Beat-'em-up
Mode	1-2 Players

Nekketsu Kōha Kunio-kun ("Hot-Blooded Tough Guy Kunio"), also known as Renegade, was developed by Technos Japan and published in 1986 by Taito.

Renegade first introduced several trademarks of the beat 'em up genre, including 4-directional control, punch-jump-kick play action, and enemies which can sustain multiple hits.

Oretachi Game Center Zoku: Nekketsu Koukou Dodge Ball Bu

7.2

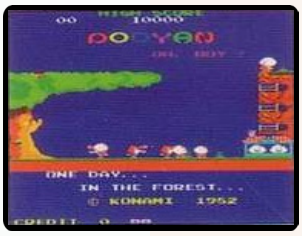
Developer	Hamster
Publisher	Hamster
Release date	(jp) March 23, 2006
Genre	Sports
Mode	1-2 Players

Super Dodge Ball is a dodgeball-based sports game produced by Technos Japan Corp. originally released as an arcade game in 1987. In Japan, it was the second game starring Technos Japan's video game character Kunio-kun.

J

Oretachi Game Center Zoku: Pooyan

7.9



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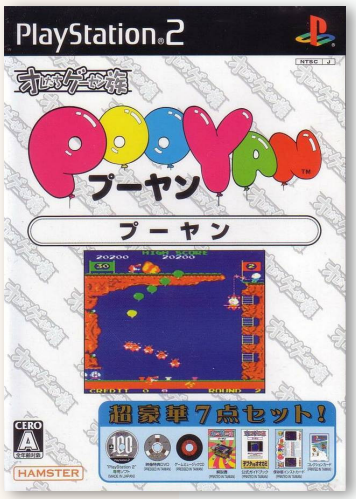


Developer	Hamster
Publisher	Hamster
Release date	(jp) May 25, 2006
Genre	Shoot'em up
Mode	1-2 Players

Pooyan is a fixed shooter released by Konami in Japan in 1982. The player controls "Mama", a pig whose babies have been kidnapped by a group of wolves.

Mrs. Pig rides up and down in a cable car, shooting at wolves, who are riding balloons downward, towards the ground. If the wolves land safely on the ground, then they can catch Mrs. Pig.

Oretachi Game Center Zoku: Rabio Lepus

8.6

Developer	Hamster
Publisher	Hamster
Release date	(jp) March 23, 2006
Genre	Shoot'em up
Mode	1-2 Players

The player take control of a rocket powered rabbit in this side-scrolling shooter. Just like in most shooters, the main objective is to survive the way to the end boss of each level without getting hit by enemies. The rabbit has three ways to defend itself: a regular gun, a strong melee punch and limited homing missiles.

J

7.8

Oretachi Game Center Zoku: Quarth

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) January 26, 2006
Genre	Puzzle
Mode	1-2 Players

Quarth is a hybrid puzzle/shoot 'em up developed by Konami which was released in 1989. It is known as Block Hole outside Japan.

Quarth is a combination of Tetris-style gameplay and a fixed shooter in the Space Invaders tradition. The player's focus is on falling blocks, and the action is geometrical. Rather than arranging the blocks together to make a row of disappearing blocks, a spaceship positioned at the bottom of the screen shoots blocks upwards to make the falling block pattern into squares or rectangles.

Oretachi Game Center Zoku: Time Pilot

5.7

J

Developer	Reakosys
Publisher	Hamster
Release date	(jp) October 27, 2005
Genre	Shoot'em up
Mode	1-2 Players

Time Pilot is a multi-directional scrolling shooter released by Konami in 1982. It is a time travel themed aerial combat game that allows the player's plane to fly across open air space that scrolls indefinitely in all directions.

According to his account, Yoshiki Okamoto's proposal for Time Pilot was initially rejected by his boss at Konami, who assigned Okamoto to work on a driving game instead. Okamoto secretly gave instructions to his programmer to work on his idea, while pretending to be working on a driving game in front of his boss. When Time Pilot was a success, Okamoto's boss claimed credit for Okamoto's idea.

Oretachi Game Center Zoku: Scramble

7.1

Developer	Hamster
Publisher	Hamster
Release date	(jp) July 21, 2005
Genre	Shoot'em up
Mode	1-2 Players

Scramble is a 1981 side-scrolling shoot 'em up developed by Konami. It was the first side-scrolling shooter with forced scrolling and multiple distinct levels.

The player controls an aircraft and has to guide it across a scrolling terrain, battling obstacles along the way. The ship is armed with a forward-firing weapon and bombs; each weapon has its own button. The player must avoid colliding with the terrain and other enemies, while simultaneously maintaining its limited fuel supply which diminishes over time. More fuel can be acquired by destroying fuel tanks in the game.

J

Oretachi Game Center Zoku: Sonic Wings

7.6

Developer	Hamster
Publisher	Hamster
Release date	(jp) July 21, 2005
Genre	Shoot'em up
Mode	1-2 Players

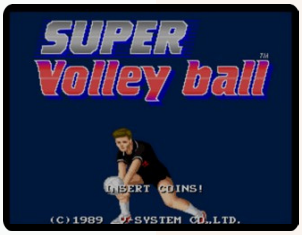
Aero Fighters, known as Sonic Wings in Japan, is a vertical-scrolling shoot 'em up originally released in 1992 by Video System. It was the first in the Aero Fighters series, and a spiritual successor to the 1991 Turbo Force.

There are four pilots from four countries (Japan, Sweden, United Kingdom and United States) involved in a war. Each country has their own plane: F18, FSX, AJ-37 or AV-8. Every plane has a different upgradeable primary and special weapon. The game features overall seven levels and a few of them are presented in a random order.

J

7.4

Oretachi Game Center Zoku: Super Volleyball



J

Developer	Hamster
Publisher	Hamster
Release date	(jp) October 27, 2005
Genre	Sports
Mode	1-2 Players

SUPER Volley ball is an indoor volleyball game for one or two players. The single player mode offers two game options: normal game and World League. Choosing normal game pits the player against the computer in a single game. Choosing World League pits the player against all other teams available. Gameplay is viewed from a side scrolling perspective.

Oretachi Game Center Zoku: Terra Cresta

7.6

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) July 21, 2005
Genre	Shoot'em up
Mode	1-2 Players

Terra Cresta is a vertical-scrolling shooter released by Nichibutsu in 1985; it runs on Nichibutsu hardware, and is the sequel to Moon Cresta, release five years prior.

The player takes control of the "Wing Galibur" fighter craft, and must shoot down the incoming enemy craft in the air and on the ground.

6.0

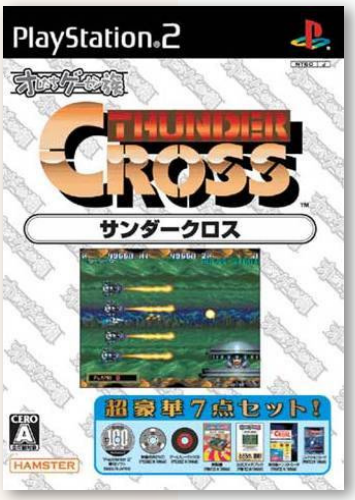
Oretachi Game Center Zoku: Thunder Cross

J

Developer	Jennies
Publisher	Hamster
Release date	(jp) February 8, 2007
Genre	Shoot'em up
Mode	1-2 Players

Thunder Cross is a horizontally scrolling shoot 'em up released by Konami in 1988. It used a "layered scrolling" background, a new 2D graphics technique at the time.

Players control the Thunder fighter with up to four "options", which arrange up and down vertically and attack at the player's will.



Oretachi Game Center Zoku: Trio the Punch

9.2

J

Developer	Hamster
Publisher	Hamster
Release date	(jp) February 8, 2007
Genre	Beat-'em-up
Mode	1-2 Players

Trio The Punch: Never Forget Me... is an beat 'em up game released by Data East in 1990. Chelnov and Karnov, were produced by the same director, and the three games are grouped together by Data East as the Deco-gē Trio).

The player chooses a character from three playable characters, and fights numerous enemies across a side-scrolling game screen. The game is completed when the player finishes all 35 levels.

Oretachi Game Center Zoku: Yie Ar Kung Fu

7.0

J

Developer	M2
Publisher	Hamster
Release date	(jp) October 27, 2005
Genre	Fighting
Mode	1-2 Players

Yie Ar Kung-Fu is a 1985 fighting game developed and published by Konami. Along with 1984's Karate Champ, which influenced Yie-Ar Kung Fu, it is one of the games that established the basis for modern fighting games.

Yie Ar Kung-Fu follows the quest of a martial artist named Oolong to become the Grand Master of Kung-Fu, honoring the memory of his illustrious father. To do that, Oolong will have to face some of the most skillful martial artists in one-on-one battles. On his side is a variety of punch and kick blows reachable by combining the D-pad with one of the buttons (punch or kick). He also has the greatest jumping ability of all the game's fighters, with the exception of the character, "Blues" (an almost a mirror image of Oolong).

The player faces a variety of opponents, each with a unique appearance and fighting style. The player can perform up to 16 different moves, using a combination of buttons and movements while standing, crouching or jumping. When a player gains an extra life, the word "xiè xiè" (Mandarin for "thank you") is heard.

The Best Single Person Shooter of the Year* is back—with over 60 levels of hard-core gaming adventure. You'll discover four never-before-seen levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?

TEEN T CONTENT RATED BY ESRB
Comic Mischief
Mild Language
Violence

PlayStation.2

MONOLITH

FOX INTERACTIVE

SIERRA

*Computer Gaming World, 2000

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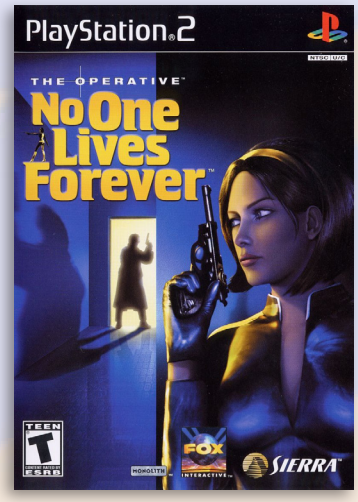
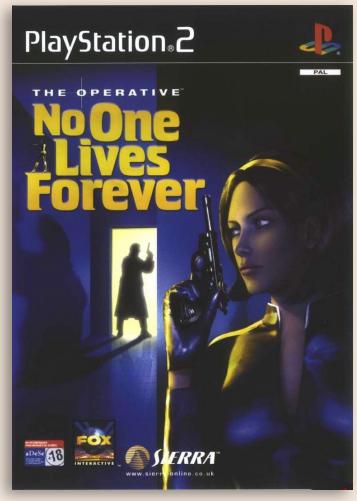
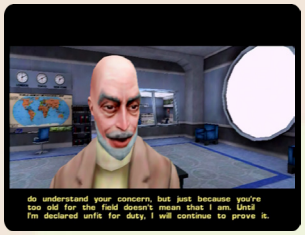
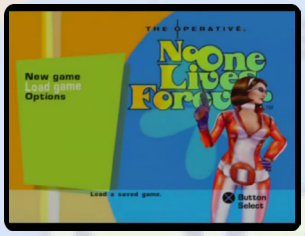
The Operative: No One Lives Forever







Developer	Monolith Productions
Publisher	Sierra Ent., (eu) Vivendi Universal Games
Release date	(us) April 16, 2002
Genre	First-person shooter
Mode	1 Player



The Operative: No One Lives Forever (sometimes abbreviated as NOLF) is a first-person shooter with stealth gameplay elements, developed by Monolith Productions and published by Fox Interactive, released for Windows in 2000. The game was ported later to the PlayStation 2 and Mac OS X.

The Operative: No One Lives Forever is a story-driven video game, set in the 1960s, and stars spy Cate Archer as the eponymous Operative, who works for UNITY – a secret international organization "dedicated to protecting humanity from megalomaniacs bent upon world domination." During the story of the game, Archer is sent on missions to a number of locales, including Morocco, East and West Germany, the Caribbean, and the Alps, where she gets into intense situations, such as scuba diving a shipwreck, free-falling from an airplane without a parachute, and exploring a space station in outer space, all the while fighting armed villains.

The game is a mixture of a first-person shooter and a stealth game. Most, but not all, missions can be solved in multiple ways: using sneaking to avoid danger or by going in with guns blazing. A stealthy approach can be taken to evade security cameras, guard dogs and other obstacles. Enemies are aware of noise made by the player, including footsteps and weapon fire, and they also react to footprints in the snow, and dead bodies left lying around. The game features a wide variety of firearms, including a semi-automatic pistol, a revolver, a submachine gun, a sniper rifle, and an assault rifle. Some of the weapons can be loaded with different types of ammunition, including standard full metal jacket bullets, dum dum rounds that expand on impact and cause bleeding damage, and phosphorus-coated tracer bullets that continue to burn upon impact. Silencers and scopes can also be fitted on some weapons.

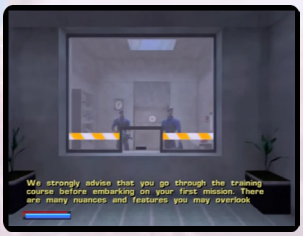
A novel feature of the game is its array of gadgets, often disguised as ordinary female fashion objects. For example, lipsticks double as various explosives, perfume bottles hold materials such as sleeping gas, a barrette also functions as a lockpick and poison dagger, sunglasses can be used for photographing evidence and detecting land mines, and a stylish belt buckle hides a zipcord inside it. Other over-the-top gadgets include a body-removing powder for disposing of incriminating corpses, a robotic poodle to distract guard dogs, and a rocket launcher disguised as a briefcase. An ordinary coin can be thrown to confuse enemies, giving the player the opportunity to sneak by without a guard noticing. A cigarette lighter can also be used as a miniature welding torch.

In various sections of the game, the player can ride a Triumph motorcycle, or a snowmobile. Other segments of the game involve boss fights. If the player chooses to be sneaky, they can overhear humorous conversations between non-player characters, such as guards, scientists and civilians. Occasionally, the player can engage in conversations with such characters. In

certain cutscenes, the game uses a dialog tree, in which the player can choose between different questions and responses when talking to another character.

The missions in the game are littered with "intelligence items": briefcases, envelopes, and manila folders containing textual notes which often provide humorous sidenotes and helpful hints to the game. The collection of intelligence items is optional. Special power-ups, called "gear" items are also available for collection during the game, such as "fuzzy slippers" that reduce noise made by movement, earplugs that reduce damage from explosions, and a fire extinguisher that protects the player from burn damage. These gear items are sometimes located in hard-to-reach areas. At the start of each mission, the player can choose which weapons, gadgets and gear to take with them. Some intelligence and gear items cannot be collected on the first playthrough of the game, as the necessary gadgets to reach them are not unlocked until later in the game. If the player wants to collect these items, they have to revisit the mission with the appropriate equipment.

At the end of each mission, the game displays various statistics, as well as any awards and bonuses earned during the mission. The player also receives a rank, such as "Trainee" or "Super Spy", which is based on the number of intelligence items obtained during the mission. Achieving a high mission rank increases the player's maximum health, armor and ammo capacity, as well as stealth, the amount of inflicted damage, and the accuracy of their shots.



Work on No One Lives Forever started in 1998, after the release of Monolith Productions' previous game, Shogo: Mobile Armor Division. Craig Hubbard, game designer for Shogo and NOLF expressed that Shogo *"(although critically successful) fell embarrassingly short of [the team's] original design goals"*, and *"it is a grim reminder of the perils of wild optimism and unchecked ambition"* exercised by the relatively small development team. The team (which included approximately 18 core members during development of NOLF) was determined not to make the same mistakes again with their next game. Describing the pressure on Monolith, Hubbard said that they *"were still trying to live down the stigma"* of their 1998 game, Blood II: The Chosen, which had been prematurely released buggy and unpolished, and that the company *"had a lot to prove, both to ourselves and the gaming public."*

Signing a contract with a publisher was a very difficult task for Monolith. Development had been going on for months, and the project had been approved by different publishers four times, before they were able to actually sign a deal with one. During this long time for finding a publishing partner, No One Lives Forever *"mutated constantly in order to please prospective producers and marketing departments. The game actually started off as a mission-based, anime-inspired, paramilitary action thriller intended as a spiritual sequel to Shogo and ended up as a 60s spy adventure in the tradition of Our Man Flint and countless other 60s spy movies and shows."* This final theme for the game was settled on through discussions with Fox Interactive, the final publisher of NOLF. (Parts of the initial "paramilitary action thriller" concept evolved into F.E.A.R., another Monolith game, released after the NOLF series, in 2005.) Monolith's producer for the game, Samantha Ryan said that before the deal was signed, *"[t]here was a period where Monolith was two weeks from death. And Jace Hall closed the deal with Fox*

Interactive that basically saved the company."

After finally signing a contract with Fox, the team was able to draft a mission statement, which stood as a point of reference during every aspect of developing the game.

Craig Hubbard, the game designer, said *"Our primary aim was to make the player feel like the hero of a 60s action/adventure/espionage movie. We came up with a list of the characteristics we felt were necessary to achieve our objective. The game must have a strong narrative, with twists and turns in the spirit of Charade or Where Eagles Dare. It must feature a fiercely competent hero and an assortment of despicable villains. The hero must have access to an impressive arsenal of weapons and gadgets worthy of Our Man Flint, Danger: Diabolik, or Get Smart. There must be memorable, death-defying situations, opportunities for stealth as well as all-out action, and a variety of exotic locales to explore. Finally, every aspect of the presentation must convincingly evoke the era."*

Agent Archer was visually styled after model and actress Mitzi Martin.

The game was announced at the 1999 E3 conference show. While at this time – as described in the mission statement above – the game was already set out to be a spy-themed shooter set in the 1960s, the version that was previewed to the press at this time had many differences to the finished product, with regard to characters, plot and setting. The game's protagonist was originally set out to be a male character called Adam Church who worked for MI0, "Her Majesty's Most Secret Service". However, many of the final gameplay and story elements are known to have been present in this earlier iteration of the game: the H.A.R.M. organization; the defection of an East German biophysicist for information about a top-secret Soviet weapons program; the presence of humor in the game; some locations, such as the sunken cargo freighter; the use of gadgets, such as the rocket launching briefcase; etc.

By at least July 1999, Monolith has decided to introduce many major changes to the game; the main reason being that the gaming press unexpectedly started comparing the game to James Bond games, like GoldenEye 007 (1997). Hubbard mentioned that their intention was to *"make a 60s spy game"*, and that they *"didn't want to make a 'Bond' style game, so when people were obviously drawing that comparison, we decided to rework things a bit. We wanted to get away from the Bond comparisons that people were making, so we've changed the main character and the back-story a fair amount."* As a result, the player controls a female protagonist in the final game, Cate Archer, who works for an organization called UNITY. Changing the main character to a woman not only helped the separation of the game from the Bond franchise, but also allowed for *"more interesting dramatic possibilities"*, and the *"list of gadgets got a lot more visually interesting"*. As Hubbard said, before switching to a female protagonist, he had been *"struggling with trying to distinguish him from all the other male superspies from the era—extraordinarily handsome, intelligent, knowledgeable, resourceful, and so on. But a woman with those same characteristics immediately stood out because of the social climate of the time. No matter how qualified she might be, she'd have to overcome some serious barriers just to get a chance to prove herself. And if things didn't go flawlessly on a mission, she'd catch more heat than she deserved."*

The female protagonist *"went through numerous concept sketches, costume designs, hairstyles, names, and even nationalities."* According to Hubbard, it was a challenge to find a look for her that was not only evocative of era, "*but also worked as a 3D model."* In the end, the in-game model of Cate Archer was styled after model and actress Mitzi Martin. This was a marketing decision made by the publisher, Fox Interactive, which used its feature film casting department to look for an appropriate model internationally. Archer's voice was provided by American voice actress Kit Harris, who also did the voice of the Inge Wagner character. Originally, Harris recorded the Scottish protagonist's voice in a stronger Scottish accent. This was changed after a Scottish producer of the

game felt that the particular accent used was too lower class, and an inappropriate choice; Harris re-recorded her lines with a *"British bent"* instead. Both the face and the voice of the character were changed in the game's sequel, No One Lives Forever 2: A Spy in H.A.R.M.'s Way.

Along with the character and plot changes, it was also decided to change the game's working title, No One Lives Forever, to something else, for similar reasons related to the Bond franchise (in particular, the novel Nobody Lives for Ever), as well as possible legal considerations. However, the title, in fact, stayed throughout the development, and "The Operative" (referring to the game's heroine, Agent Archer) was added to the beginning of the title.

After the game's release, Hubbard identified the realistic expectations set by the team as a strong point in the game's development, saying that *"given our budget, team size, and development cycle, the best we could hope to do was to create a fun, engaging 60s espionage game that would make up in presentation what it lacked in innovation."* Other positive aspects of the process included the aforementioned mission statement, along with the flexible systems used in development, the cohesion of the team, and effective scheduling. On the other hand, Hubbard cited difficulties in fleshing out the final team, as well as inefficient pre-production, delays due to waiting on technology, and the major difficulties in finding a publisher. Hubbard also mentioned the cinematic cutscenes as lengthy and problematic, partly because of technical difficulties, and partly because of conceptual flaws on his behalf, with regard to screenwriting. Regarding gameplay, he said that *"[o]ne of the main failings of NOLF [...] was that it ended up feeling a lot more scripted and linear than it was intended to be"*. Hubbard also expressed dissatisfaction with the balance between action and intrigue: *"Unfortunately, we came up a little short on intrigue. Stealth was too unforgiving. Once you were spotted, you were playing an action game."* The team paid attention to these points while developing No One Lives Forever 2.

According to Hubbard, the team's *"greatest asset was [probably] the list of mistakes we made during Shogo. We started this project with a pretty sober view of what we could achieve. As a result, every major feature we outlined made it into the game, as well as a few additional items we came up with during the project."* However, there were still things that the team didn't have enough time to implement. For example, No One Lives Forever's team-based multiplayer portion was originally going to be a story-driven cooperative gameplay mode (similar to the "Assault" game type in the 1999 first-person shooter Unreal Tournament), including objectives and obstacles for the two teams. Like the single-player story in the game, this gameplay mode was also going to incorporate humor; for example, in one map, a goal of each team was to find a special watermelon for a mayor in a Moroccan marketplace. While this mode was publicly discussed even in July 2000, it is not present as such in the final product (which went gold on October 20). The different objectives were changed to a general goal for both teams in all maps: photographing the

other team's intelligence item. However, a number of remnants stemming from the earlier gameplay design can be seen in some of the released maps, such as the office of the aforementioned mayor seen in the Morocco map. Fully realized co-operative multiplayer was, however, a feature of No One Lives Forever 2.

In terms of video games, Monolith drew inspiration from a number of stealth/action games, such as Metal Gear Solid (1998), Tenchu: Stealth Assassins (1998), Syphon Filter (1999), and GoldenEye 007 (1997), because the team was *"interested in a blend of stealth and action rather than focusing on one or the other exclusively."* The original release of the 1981 stealth game Castle Wolfenstein was also cited as being influential.

Thematically, influences behind The Operative: No One Lives Forever were primarily 1960s spy-themed films, novels, television shows, as well as historical references. When it was decided that NOLF was going to be a 1960s spy game, lead designer Craig Hubbard started immersing himself in the subject matter, in order to *"develop some fluency"* in it. As he explained, he *"was a big fan of early Bond films, but didn't know a lot about the whole spy craze. So I watched the Derek Flint movies [Our Man Flint, In Like Flint], Modesty Blaise, Matt Helm, Danger: Diabolik, Avengers – anything I could get my hands on."* Other influences included books, such as The Spy Who Came in from the Cold, TV shows like The Saint, The Pink Panther films, commando movies, such as The Guns of Navarone, as well as *"lots of historical references, encompassing everything from books and documentaries on the spy trade to fashion catalogs and interior-design books."* The basis for the biological explosives plot was the 1967 film Casino Royale. According to Hubbard, *"the idea was to create a game that would make you feel like a superspy, so we tried to come up with situations, characters, and settings to support that goal."* During the course of the game, the player can hear explicit popular culture references, including the TV series The Prisoner and The Fugitive, the Matt Helm films The Silencers and The Ambushers, and exotica musicians Les Baxter and Sondi Sodsai. Other conversations allude to major events of the time, such as the studio years of The Beatles, and the commercial failure of the Edsel automobile.

The Operative: No One Lives Forever was originally released for Windows, by Fox Interactive, after it went gold on October 20.

After receiving a number of Game of the Year awards, a special Game of the Year Edition was released on October 4, 2001.[47] Published jointly by Sierra Entertainment and Fox Interactive, this re-released version includes an exclusive mission otherwise not available in the original game, titled "Rest and Relaxation", which is available after the original story.

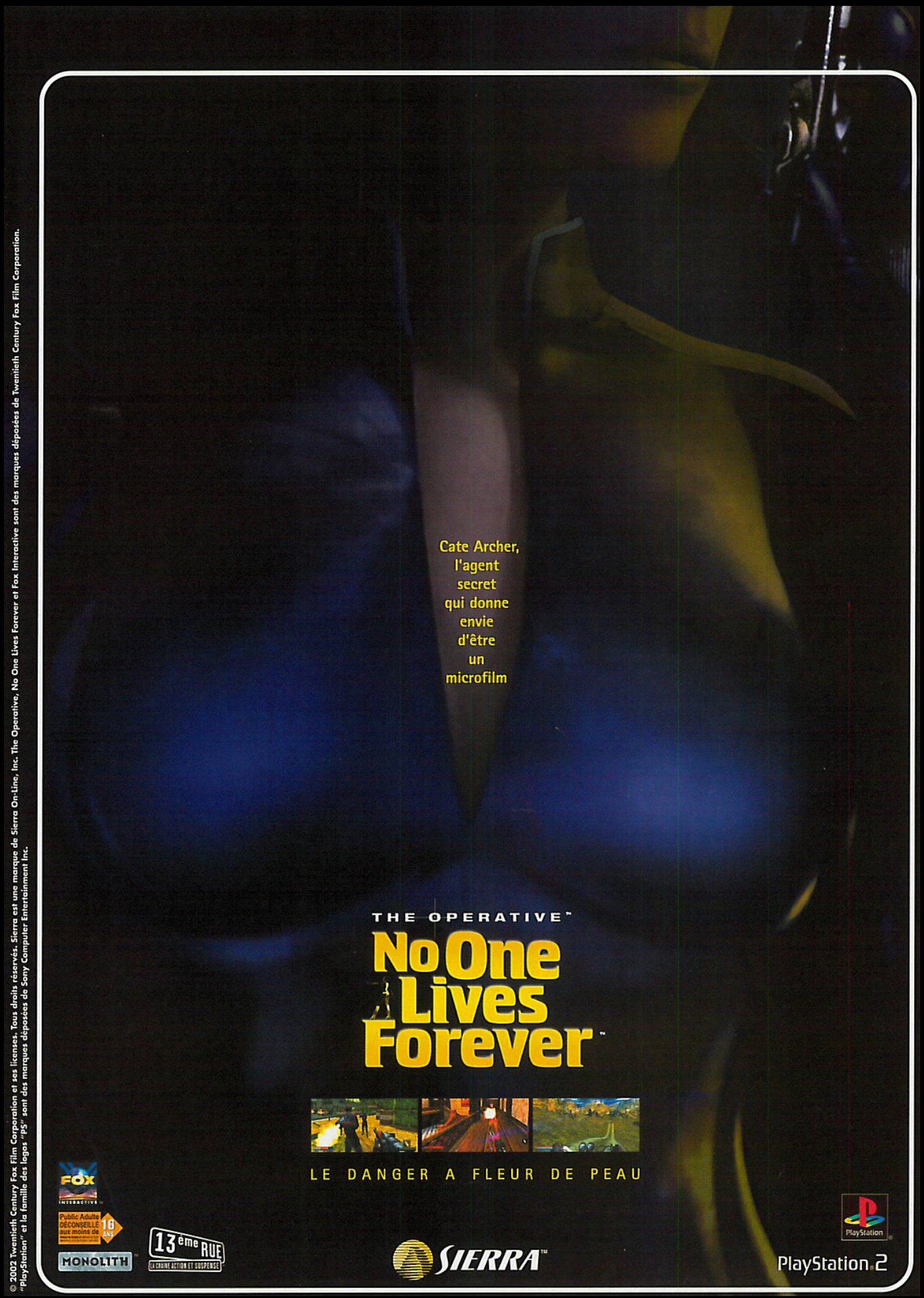
The game's developer, Monolith Productions ported No One Lives Forever – Game of the Year Edition to the PlayStation 2.

The PlayStation 2 version of the game included three exclusive flashback levels not available in other releases of the game titled "Nine Years Ago", in which the player controls a younger Cate Archer, when she used to be a cat burglar. Each of the new levels is accessed during several moments in the original story, when Cate is knocked out by Armstrong. All three levels use new textures, new character models, and feature Cate's cat burglar outfit, as well as two exclusive gadgets. The port does not feature Guy Whitmore's original interactive score; instead, it uses different original music by Rebecca Kneubuhl. Multiplayer mode is not present in this version of the game.

At the time of its release, many reviewers felt that No One Lives Forever was the best first-person shooter since 1998's critically acclaimed Half-Life.

Critical reception of the PlayStation 2 port was much less positive than the original version. IGN gave the PlayStation 2 version an overall rating of 6.9 ("Passable") out of 10. The PlayStation 2 port received a 4.6 score ("Poor") out of 10 from GameSpot, and was panned mainly for the lack of the quicksave feature available in the PC version.

The Operative: No One Lives Forever was followed by a sequel entitled No One Lives Forever 2: A Spy in H.A.R.M.'s Way released in 2002, and a spin-off that takes place during the time between the first two games entitled Contract J.A.C.K. released in 2003, both developed by Monolith.



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PS2
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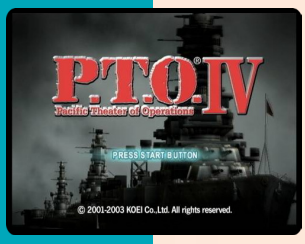
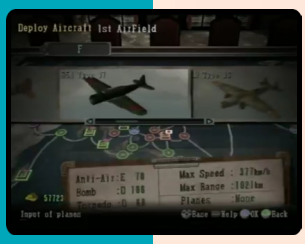
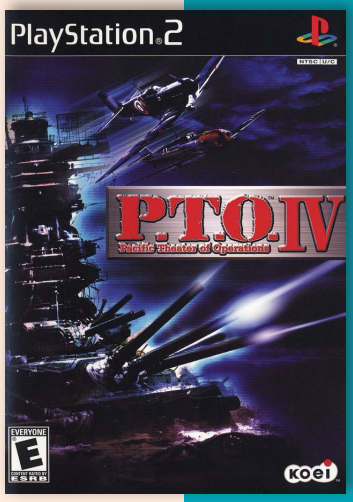
7.1

P.T.O. IV: Pacific Theater of Operations





Developer	Koei
Publisher	Koei, (us) SCEA
Release date	(jp) March 28, 2002
Genre	Strategy
Mode	1 Player

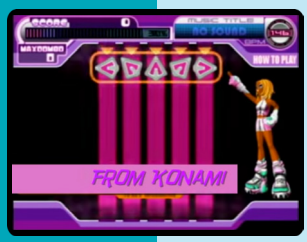


P.T.O. IV (Pacific Theater of Operations IV), released as Teitoku no Ketsudan IV in Japan, is a World War II-themed strategy for the PS2 and Windows. It focuses on naval combat in the maritime theaters of World War II, encompassing the Pacific Ocean, Mediterranean Sea, Atlantic Ocean, and Indian Ocean, with the option of playing as one of four major maritime powers of the time: Germany, Japan, the United Kingdom, or the United States.

The game feature more than 50 Theatres of Operations from Midway to the Mediterranean. Players must position their fleets and storm enemy garrisons; create supply lines with 15 Regional and 2 global campaigns based on World War II Strike Levte Gulf.

J N P

Para Para Paradise



Developer	KCEJ
Publisher	Konami
Release date	(jp) March 15, 2001
Genre	Music
Mode	1-2 Players

8.1

ParaParaParadise is an arcade and PS2 dance game made by Konami and released under the Bemani moniker following the Para Para pad. Konami would later release Dance Evolution for the Xbox 360, a game that shares many similarities with Para Para Paradise.

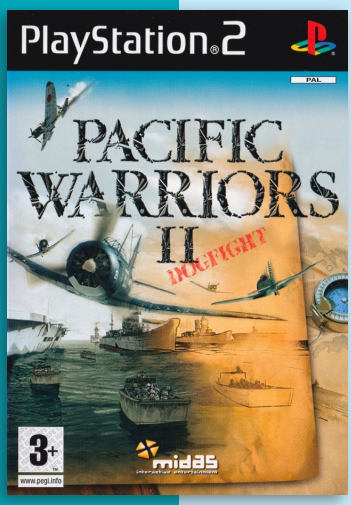
The music used in Para Para Paradise is exclusively fast-paced Eurobeat. The majority of tracks are "true" Para Para tracks from the Avex Trax record label, such as Velfarre 2000, Anniversary and Boom Boom Fire. A portion of the songs are Eurobeat remixes of other Bemani tracks. There are also two songs that are J-EURO remixes, remixes of J-pop songs (Aishiattemasu and Deluxe, both by Key-A-Kiss).

On release, Famitsu magazine scored the PS2 version of the game a 31 out of 40.

J

Pacific Warriors II: Dogfight

5.8



Developer	InterActive Vision Games
Publisher	Midas Interactive Entertainment
Release date	(eu) October 1, 2004
Genre	Simulation
Mode	1 Player

Pacific Warriors II: Dogfight is an arcade combat flight simulation set in the Pacific campaign during World War II. The player can choose between a variety of WWII-era fight and bomber planes on both the US and Japanese side.

In total, there are 25 missions in the campaign for each side. After the mission briefing, the player is taken to an upgrade screen, where they can buy various enhancements for their planes, ranging from weapon upgrades to increased speed and better handling. Upgrades are paid for by stars and stars in turn are awarded for successful missions. The amount the player gets depends on the difficulty of each mission.

During most missions, it is possible to switch the aircraft type by landing on specific airfields. Taking off and landing is an automatic process, the player only has to fly through a series of guidance rings. The missions usually centre around destroying or protecting a certain amount of units.

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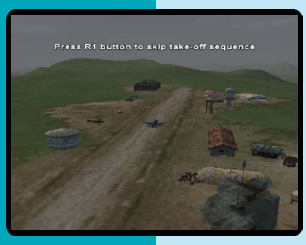

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3.6

Peter Pan

P

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Mini-games
Mode	1 Player

Peter Pan (not to be confused by the Disney film Peter Pan) is another game by the infamous, Phoenix Games, for the PS2. As well as the usual gameplay elements, like a puzzle game and a coloring book, it also feature a Dingo cartoon based on the Disney movie.

The plot of the cartoon is about three young children who go on an adventure with Peter Pan to Neverland when their parents leave to go to the Ball. But when Captain Hook kidnap Tiger Lily, Peter Pan must rescue her and stop Captain Hook in his tracks.

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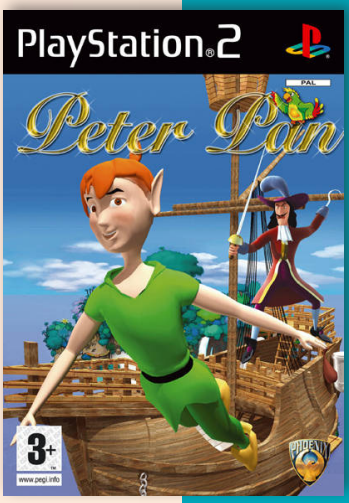

3.6

Paris-Dakar Rally

Developer	Broadsword Interactive
Publisher	Acclaim
Release date	(eu) September 7, 2001
Genre	Racing
Mode	1 Player

Paris-Dakar Rally is a licensed rally game that takes place in the Paris-Dakar course that put to the test 300 pilots from all over the world in 10.000 Km of arid African and European deserts. The game includes licensed car teams and models as well as real rally pilots to choose from.

The game offers players 4 types of vehicles to test their mettle in the stages that make up the Paris-Dakar course: 4x4s, Enduro bikes, Buggies and Quad-cycles, with several vehicles from different brands in each category that players must unlock by completing the stages in time. They also have a set of customizing options for their vehicles that include suspension adjustment, tire pressure, etc.

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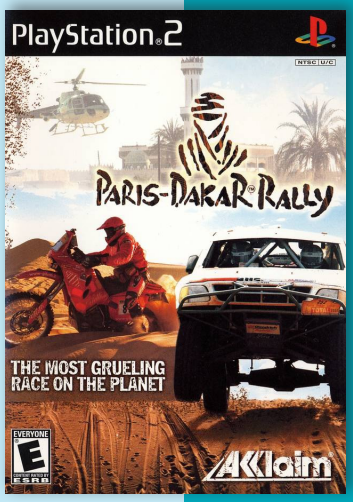


Palais de Reine

Developer	Kogado Studio
Publisher	Interchannel, GungHo
Release date	(jp) October 18, 2007
Genre	Strategy, Adventure
Mode	1 Player

Palais de Reine can be considered as both a strategy game and an otome game. The player acts as the young princess of a kingdom who never expected to ascend to the throne. In the last year, her father died, and her older brother went missing. During the coronation ceremony, some of the leaders of the 12 provinces in the kingdom say they don't believe she can lead the country, and refuse to give their allegiance.

The aim of the game is to win over enough leaders over a year to be accepted as the kingdom's ruler. This can be accomplished through different ways, including sending gifts, having the knights challenge the leaders to jousting competitions, and trying to assassinate them. Players must also keep their kingdom fairly prosperous and quell civil disturbances and unrest.

While doing this, players can also 'romance' characters, including the 12 leaders and their knights.

Pac-Man Fever

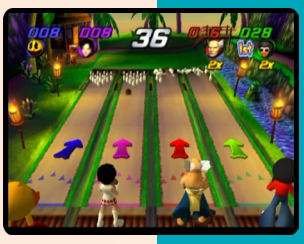
4.7

Developer	Mass Media
Publisher	Namco (US)
Release date	(us) September 2, 2002
Genre	Party, Mini-games
Mode	1-4 Players

Pac-Man Fever is a party game released for GameCube and PS2. Players move about on a virtual game board, with the object of the game being to reach the end first. It allows for up to four players, featuring six characters from other Namco games to choose from: Pac-Man, Astaroth (SoulCalibur), Heihachi Mishima (Tekken), Ms. Pac-Man, Tiger Jackson (Tekken), and Reiko Nagase (Ridge Racer).

There are three different types of game boards to play—Tropical, Space, and Medieval—each with its own set of minigames. After selecting a board, players can also choose to play a short, medium, or long game, each having a different number of tiles that corresponded to the length's name.

The game, despite being resold as a Greatest Hits and Player's Choice title, received very mixed reviews. Matt Casamassina of IGN gave the PlayStation 2 version a 4.5/10. While the sound was praised, the gameplay and graphics were criticized. Ryan Davis of GameSpot gave both versions of the game a 5.2/10, disliking the lack of variety in the minigames and the slow pace on the boards.



N P

Pac-Man World Rally

5.4

N P

Developer	Smart Bomb Interactive
Publisher	Namco Bandai Games, (au) EA Games
Release date	(us) August 22, 2006
Genre	Racing
Mode	1-2 Players

Pac-Man World Rally, known in Europe as Pac-Man Rally, is a kart racing game in the Pac-Man series.

The game has 15 race tracks and a battle mode similar to other kart racing games. In addition, there are four battle arenas for multiplayer action. Players will also be able to collect power-ups to attack opponents or gain an edge in the race, as well as Pac-Man's signature fruit pickups, which in Pac-Man World Rally unlock secret shortcuts. There are 14 characters for the player to choose from.

Pac-Man World 2

7.3

J N P

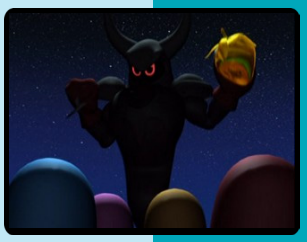
Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(us) February 24, 2002
Genre	Action-platformer
Mode	1-2 Players

Like the original Pac-Man World, the player controls the character of Pac-Man in a 3D platform game. The game has 25 levels and 16 Galaxian mazes in six different environments. The plot involves Pac-Man finding five golden fruits that were stolen by ghosts. These fruits were vital to his town. Pac-Man must sometimes fight and defeat enemies in order to progress. At the end of each area is a boss. The boss is always a ghost in a giant machine (the fifth machine holds all four ghosts), excluding the final boss. There are many items to collect in this game including fruit, the traditional dots, and tokens. Each of the levels has eight tokens, as well as a single bonus token for achieving one-hundred percent completion on the level and another bonus token for completing the time trial.

The tokens unlock old Pac-Man incarnations in the arcade in Pac-Village. Critics have described these games as "perfect emulations". These unlockable "emulations" are Pac-Man, Pac-Attack (The updated version from the Japanese Namco Anthology 2), Pac-Mania, and Ms. Pac-Man. Also unlockable is a jukebox, which enables the player to listen to the game's soundtrack, as well as a gallery of concept art.

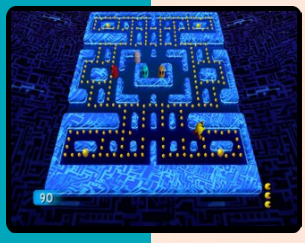
The Playstation 2 version of Pac-Man World 2 was localized for release in Japan. The difficulty in this version has been drastically decreased, compared to the North American and EU releases. Certain levels have been abridged, including Into The Volcano and Volcanic Panic, while bosses have only half of their original health.

By July, 2006, the PS2 version had sold one-million copies and earned two-million dollars in the United States. Next Generation ranked it as the fifty-sixth highest-selling game launched for the PlayStation 2, Xbox or GameCube between January, 2000 and July, 2006 in that country. Combined sales of Pac-Man World games released in the 2000s reached one-million-eight-hundred-thousand units in the United States by July 2006. The game's camera system received criticism, but the musical score was praised.



Pac-Man World 3

6.3



Developer	Blitz Games
Publisher	Namco
Release date	(us) November 15, 2005
Genre	Action-platformer
Mode	1 Player

Pac-Man World 3 is a platform game and the third game in the Pac-Man World series. It is the only one in the trilogy to not be released in Japan. It also marks the 25th anniversary of the Pac-Man arcade game. This game features a speaking Pac-Man for the first time outside the cartoon series.

The game features numerous differences from the previous Pac-Man World games, placing an emphasis on action and combat whilst still preserving most of the platforming elements from the previous entries. New moves include punching, as well as acrobatic moves with poles, such as swinging and climbing. B-Doings also reappear but now only serve to launch Pac-Man into a single predetermined direction, and Pac-Dot Chains are now generated by machines that are activated using crystals with the same color. The game also features more elements of story, with a plot that is fleshed out by cutscenes and voiced character dialogue.

The power pellet is now reserved only for special sequences where Pac-Man must eat them to defeat Spectral Monsters, a special type of creature from the Spectral Realm that appears from portals and try to attack Pac-Man.

Two sequences involve Pac-Man piloting a new Toc-Man, reimagined from the first game from being an attempt at imitating Pac-Man to now being a mecha. Toc-Man is used to defend from Erwin's forces, and has an ability to punch, as well as do a spin-based attack. The second sequence also features Clyde helming a blaster.

Accessible from the main menu is a museum where the player can look at the history of Pac-Man games, as well as play a port of the original Pac-Man game, and watch an interview with Pac-Man creator Toru Iwatani.

The game received generally mixed reviews from critics and has been somewhat controversial among fans. Critics praised the inclusion of elements from the previous two games, while criticism focused on the repetition and lower difficulty. The plot-driven elements, especially a speaking Pac-Man, as well as the ability to punch, has also sparked controversy among fans.

Pachi-Slot Aruze Oukoku 6

7.3

J

Developer	Aruze Corp
Publisher	Aruze Corp
Release date	(jp) December 13, 2001
Genre	Gambling
Mode	1 Player

The Pachi-Slot Aruze Ōkoku franchise is a series of Pachi-Slot simulation games developed and published by Aruze Corp. The series spans several platforms starting with PlayStation. There is a sub-series called Pachi-Slot Aruze Ōkoku Pocket that was exclusive to Neo Geo Pocket Color.

Pachi-Slot Aruze Ōkoku 6 is a pachi-slot simulation game featuring three machines made by Aruze: Donchan 2, Dekadonchan 2, and Heracles. It is the first in the series to appear on the PS2, and also the first to feature fully-3D reproductions of the real-life machines. Included are standard Free and Challenge modes, as well as (now defunct) internet ranking. All three machines feature detailed stat tracking and configuration modes.

"mobygames.com"

Pachi-Slot Aruze Oukoku 7

4.4

J

Developer	Aruze Corp
Publisher	Aruze Corp
Release date	(jp) August 8, 2002
Genre	Gambling
Mode	1 Player

The seventh game in the Pachi-Slot Aruze Ōkoku series came with two discs. Disk 1 contains a simulation of the pachi-machines, "Thunder V 2", the original "Thunder V", and "swan". Disk 2 includes the machines "Otakosuro 2" and "Conch 4XZ".

Pachi-Slot Club Collection: IM Juggler EX - Juggler Selection

7.9

J

Developer	Commseed
Publisher	Commseed
Release date	(jp) February 22, 2007
Genre	Gambling
Mode	1-2 Players

This game feature four different titles of Kitako slot "Juggler" series. The game simulate the "Im-Juggler EX" machine, launched in January 2007.

Pachi-Slot Club Collection:
Pachi-Slot Dayo Koumon Chama

6.9

Developer	Commseed
Publisher	Commseed
Release date	(jp) November 17, 2005
Genre	Gambling
Mode	1 Player

The game feature 4 types of modes. A simulation mode that reproduces the actual machine, a practice mode, a liquid crystal presentation mode and a sound mode.

J

J

Pachi-Slot
Higrashi no Naku Koro ni Matsuri

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) April 22, 2010
Genre	Gambling
Mode	1 Player

This pachinko game is based on the sound novel, Higurashi no Naku Koro ni Matsuri.

Pachi-Slot Kanzen Kouryaku:
Gigazone

7.2

Developer	Syscom, Huck berry
Publisher	Syscom, Huck berry
Release date	(Huck berry) March 28, 2002, (Syscom) October 17, 2002
Genre	Gambling
Mode	1 Player

This pachi-game simulate the Takasago model, “Giga Zone”. The game feature a free play mode, strategy play mode and a DSD viewing mode.

J

7.5

J

Pachi-Slot Kanzen Kouryoku:
Slot Genjin

Developer	Success
Publisher	Success
Release date	(jp) November 30, 2006
Genre	Gambling
Mode	1 Player

The game feature a simulation of the pachi-machine Abilit “Slologan”.

Pachi-Slot King! Kagaku Ninja-Tai Gatchaman

6.9

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) February 22, 2007
Genre	Gambling
Mode	1 Player

Pachi-Slot King! Kagaku Ninja-Tai Gatchaman is based on the Gatchaman anime.

7.2

Pachi-Slot Nobunaga no Yabou: Tenka Sousei

Developer	Koei
Publisher	Koei
Release date	(jp) March 30, 2006
Genre	Gambling
Mode	1 Player

This pachi-simulator is Based around the Nobunaga story.

Pachi-Slot Toukon Denshou

7.5

Developer	Success
Publisher	Success
Release date	(jp) May 13, 2004
Genre	Gambling
Mode	1 Player

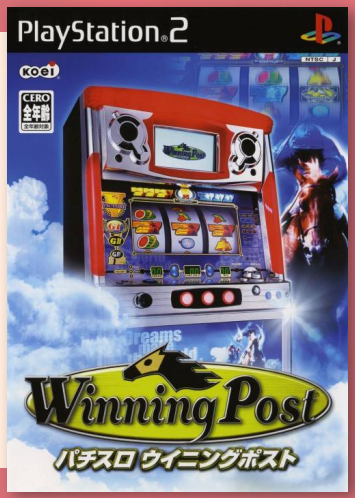
The game is based around the former pro-wrestler, Antonio Inoki. It was published by Success and released in Japan in 2004.

5.9

Pachi-Slot Winning Post

Developer	Koei
Publisher	Koei
Release date	(jp) July 28, 2005
Genre	Gambling
Mode	1 Player

The game is based on Koei's horse-racing games. The game also came bundled with a large pachinko controller.



Pachinko de Yuubou!
Fever Dodeka Saurus

6.9

Developer	ICS
Publisher	ICS
Release date	(jp) May 2, 2002
Genre	Gambling
Mode	1 Player

J

This pachi simulator is based on the SANKYO machine, Fever Dodeca Zaurus.

Pachinko Kamen Rider:
Shocker Zenmetsu Daisakusen

5.0

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) February 21, 2008
Genre	Gambling
Mode	1 Player

J

This pachinko-game is based on the Kamen Rider franchise.

Pachinko Kaou: Misora Hibari

6.9

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) March 21, 2007
Genre	Gambling
Mode	1 Player

J

The game simulates KYORAKU's pachinko machine, "Pachinko Hanato Misora Hibari". If players reach a jackpot, images of Hibari Misora, a Japanese singer, actress and cultural icon.

Pachinko Mitokoumon:
Pachitte Chonmage Tatsujin 9

7.1

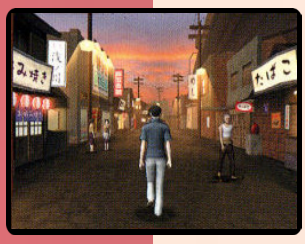
Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) October 27, 2005
Genre	Gambling
Mode	1 Player

J

The game simulates the machine, Pachinko Mito Komon, which is based on the Kyoto music industry.

7.2

PachiPara 12:
Ooumi to Natsu no Omoide



Developer	Irem
Publisher	Irem
Release date	(jp) December 15, 2005
Genre	Gambling, Adventure
Mode	1 Player

PachiPara 12: Ōumi to Natsu no Omoide is one of the many titles in Irem's long-running pachinko simulation series. It features faithful 3D recreations of two pachinko machines made by Sanyo Bussan: CR Ōumi Monogatari M56 and CR Ōumi Monogatari M2. There are two modes available: Tsūjō (normal) mode allows the player to modify a wide range of settings for each machine, while Jissen (battle) mode challenges the player to win as many balls as possible on the default settings with a limited starting pool and time limit. There is also a view mode where the various animations that play on the in-game display can be freely viewed.

The story mode this time is Pachi-Pro Fūunroku 4: Gindama Satsujin Jiken, which introduces a new story set in Showa-era Gindama. The game has been redesigned from the ground up using the Steambot Chronicles engine, and is a murder mystery with a heavy emphasis on investigation. The player can choose either a male or female character, and can freely explore the town on foot, visit pachinko parlors, restaurants, and various shops, go fishing, go on dates, and a variety of other activities. The apartment customization from the previous games has also returned, and there is also a day/night cycle that dictates when shops are open for business.

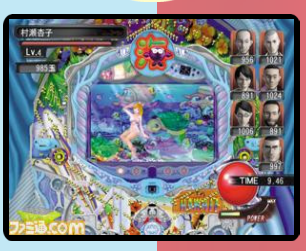
"mobygames.com"

PachiPara 13:
Super Umi to Pachi-Pro Fuuunroku

7.6

Developer	Irem
Publisher	Irem
Release date	(jp) October 26, 2006
Genre	Gambling
Mode	1 Player

The game features 3D recreations of CR Super Umi Monogatari M55W and CR Super Umi Monogatari M55X.



PachiPara 14:
Fuu to Kumo to Super Umi in Okinawa

8.0

Developer	Irem
Publisher	Irem
Release date	(jp) July 26, 2007
Genre	Gambling, Adventure
Mode	1 Player

PachPara 14 is the last PS2 release in Irem's long-running pachinko simulation series. It features 3D recreations of two pachinko machines made by Sanyo Bussan: CR Super Umi Monogatari in Okinawa MTA and CR Super Umi Monogatari in Okinawa SAD.

The story mode this time is Pachi-Pro Fūunroku 6: Jōnetsu-hen, a direct sequel set four years after the previous title, and featuring the same cast. The protagonist's attempts to build a career playing pachinko have had many ups and downs, but after a particularly humiliating defeat, they come very close to suicide, only to be rescued at the last moment. The story follows the protagonist as they attempt to rebuild their life and find true love.

It is once again possible to choose either a male or female character and freely explore the town, either on foot, on a bicycle, or even driving a car. The major new addition to this installment is the theater system; the protagonist joins an acting troupe, and can perform parts in plays, with the player choosing the lines as the scene proceeds. The character and apartment customization options from the previous game have returned, and there is of course also plenty of pachinko playing and dating. The player must stay healthy by eating and exercising, and can also go fishing or even play a few rounds at a batting center.

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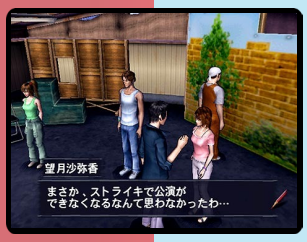
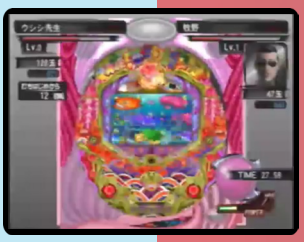




Pachitte Chonmage Tatsujin 2

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) February 6, 2003
Genre	Gambling
Mode	1 Player

The second Pachitte Chonmage Tatsujin game is based on the film Jurassic Park. The game feature movie clips and sounds from the movie.

Pachitte Chonmage Tatsujin 3

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) April 17, 2003
Genre	Gambling
Mode	1 Player

The third title in the pachinko series are centered around Kenichi Mikakawa, a Japanese singer and TV personality. The game also came with a bonus DVD.

J

8.5

Pachitte Chonmage Tatsujin 4

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) May 29, 2003
Genre	Gambling
Mode	1 Player

The game feature a Practice Mode and Strategy Mode. Players can also make adjustments to the gameplay, like changing the jackpot probability and nail setting.

J

Pachitte Chonmage Tatsujin 5: CR Kamen Rider

8.7

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) April 15, 2004
Genre	Gambling
Mode	1 Player

This is another pachi-simulator that is based on the iconic, masked superheroes who ride motorcycles.

J

8.8

Pachitte Chonmage Tatsujin 8

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) August 4, 2005
Genre	Gambling
Mode	1 Player

The game is a Ultraman-themed pachi game. Players can unlock special video clips and improve their skills with the Strategy Mode, which keeps track of player data.

J

6.8

Pachitte Chonmage Tatsujin 10: Pachinko Fuyu no Sonata

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) January 25, 2007
Genre	Gambling
Mode	1 Player

J

This game is a based around the Korean drama, “Winter Sonata”.

Pachitte Chonmage Tatsujin 12: Pachinko Ultraman

6.5

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) January 25, 2007
Genre	Gambling
Mode	1 Player

J

The game is another pachi simulator based around the Ultraman franchise.

7.5

Pachitte Chonmage Tatsujin 13: Pachinko Hissatsu Shigotojin III

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) November 22, 2007
Genre	Gambling
Mode	1 Player

J

This pachi game is based on the Samurai series, Hissatsushi worker.

Pachitte Chonmage Tatsujin 15: Pachinko Fuyu no Sonata 2

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) December 25, 2008
Genre	Gambling
Mode	1 Player

J

The game is another pachi-game based on the Korean drama, “Winter Sonata”.

Pachitte Chonmage Tatsujin 16: Pachinko Hissatsu Shigotonin III - Matsuri Version

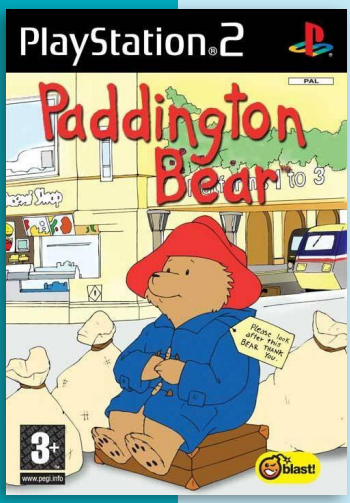
Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) May 27, 2010
Genre	Gambling
Mode	1 Player

This is another pachi-sim based on the Samurai series, Hissatsushi worker. But this is a cartoony version of the series. The game focus on a "festival" is full of different activities that Nakamura Osamu take part in. Like wearing clothes, directing by fireworks, and taking part in street stalls.

J

Paddington Bear

6.0



Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment Ltd
Release date	(au) November 22, 2007
Genre	Adventure
Mode	1 Player

Paddington Bear is based on the children books written by Michael Bond and first illustrated by Peggy Fortnum. The game is a collection of mini games that let the player join Paddington Bear, the Brown family and Paddington's friend Mr Gruber as he floods the bathroom, gets lost on the London Underground, learns to ride a bike and finds himself chased by swarms of angry bees.

P

Pai Chenjan

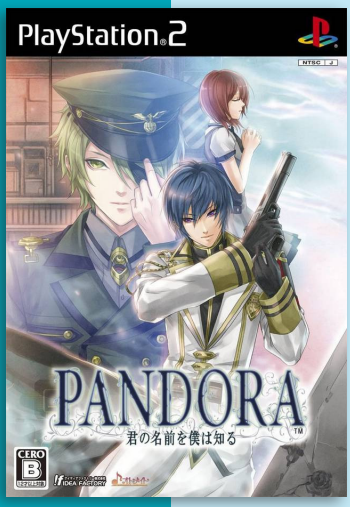
2.0

Developer	Agenda
Publisher	Agenda
Release date	(jp) November 22, 2001
Genre	Board
Mode	1 Player

Pai Chenjan is a mahjong game, published by Agenda, which was released in Japan in 2001. The game feature different cartoon characters who take part in mahjong battles with several gimmicks, like powering up and using different items. The game also feature a Beginner Mode for players not used to the game.

J

Pandora: Kimi no Namae o Boku wa Shiru



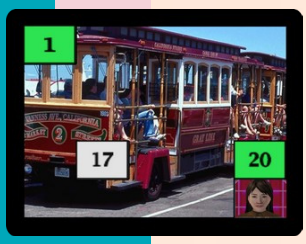
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) November 18, 2010
Genre	Visual novel
Mode	1 Player

The game starts with the player character, Isora Kanna, and her two friends, Kazuto and Yuuki, getting trapped in a school bombing. Kanna's home town is somehow caught in between a war. On top of this, Kanna's parents hid a weapon of mass destruction in Kanna's genes. She's now the ultimate weapon, whether she likes it or not.

"psxdatacenter.com"

Panel Quiz Attack 25

6.5



Developer	DigiCube
Publisher	DigiCube
Release date	(jp) August 29, 2002
Genre	Trivia
Mode	1-2 (4) Players

Panel Quiz Attack 25 is based on a Japanese Quiz game show. In the game, and on the show, Four players, each designated by a different color (red, green, white, and blue), compete. The game is played on a grid of twenty-five numbered boxes in a manner similar to the game Reversi.

Questions may take any of several forms. Players may buzz in at any time after the question appear. Buzzing in with the correct answer allows the player to capture one of the boxes on the game board. In addition, if by capturing a box, a player brackets one or more boxes held by opposing players, whether in the same row, column, or diagonal, the player steals those boxes.

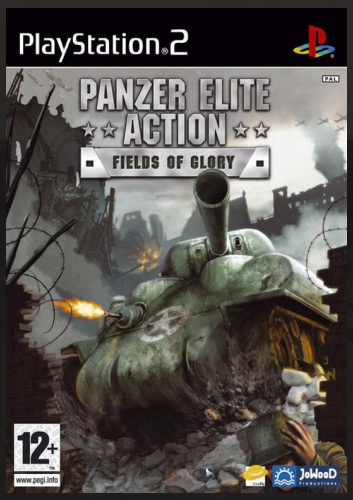
When capturing a box, players must: Make a capture that will steal a box from an opponent. Failing that, make a capture that will set up a steal on another correct answer.

After twenty boxes are filled on the board, the start of an "Attack Chance" begins. The contestant who gives the next correct answer after the Attack Chance is announced captures a box as usual, then "attacks" any box held by an opponent.

The game ends when the board is filled. The contestant that holds the most boxes is declared the winner.

DigiCube Best Selection

6.0



Panzer Elite Action: Fields of Glory

Developer	ZootFly
Publisher	JoWooD Entertainment AG
Release date	(eu) July 14, 2006
Genre	Simulation, Action
Mode	1 Player

Panzer Elite Action: Fields of Glory (sometimes just Panzer Elite Action) was released in Europe in 2006. This game is distinguishable from the original Panzer Elite, a 1999 realistic WW2 tank simulator, which has a separate modding community devoted to it and was first published by Psygnosis.

Panzer Elite Action: Fields of Glory is a World War II tank action game, in which the player can command a platoon of either German (4 tanks) or American (5 tanks) forces in three scenarios: the Tunisian campaign (1943), the Italian campaign (1943–44) and the Battle of Normandy (1944), each one featuring a series of battles. Later on, fans developed new scenarios in North Africa (1940–41) and the Soviet Union (1941).

The player can roster the crew for each tank in his platoon, based on their skills, which increase over time. New members become available over time, for replacement of dead and wounded. They may also be awarded historical medals.

Each battle station on the player's tank may be occupied, and the gun sighting may be set to be very realistic. Better tanks become available during the course of time (Tiger I for Germans, later models of Sherman for Americans), close to the real availability of these models during WWII. Every few kilometres there are repair and ammo stations for when the tank is damaged by enemy fire. There was also a multiplayer mode for up to 32 players in each server, and the player gets to choose which tank they may use.

There are 18 missions, for German, Russian and allied campaigns. The first few missions are fairly beginner-friendly and easy, and they gradually get tougher and tougher as the player progresses. The game is detailed and quite realistic, with most of the major tanks of World War II included in the various missions. There are night missions, where the player goes under cover in a captured enemy tank.

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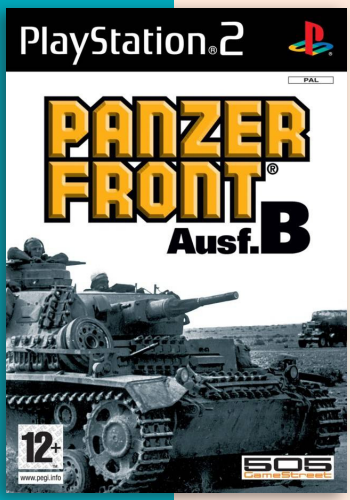
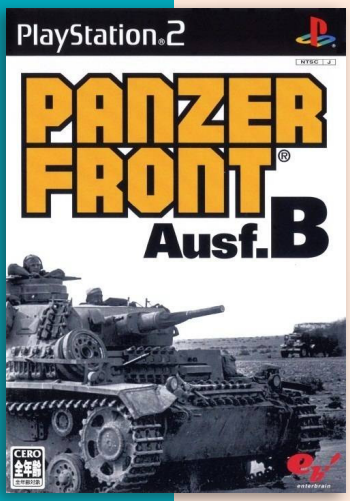
Panzer Front Ausf.B

6.6





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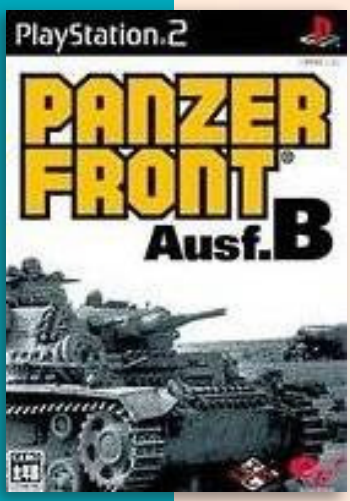


Developer	Enterbrain
Publisher	505 Game Street, (jp) Enterbrain
Release date	(jp) May 27, 2004
Genre	Simulation, Action
Mode	1 Player

Panzer Front Ausf.B (German “Ausf.” is an abbreviation of “Sulphuring”, meaning model or version) is a tank simulation game for the PS2. Released in 2004, it is the third game in the Panzer Front franchise.

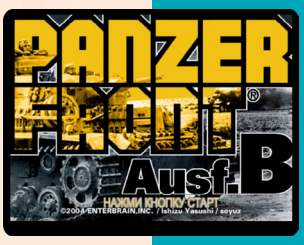
Panzer Front Ausf.B lets the player fight as a tank commander in historic simulated tank battles. Each battle involves manoeuvring on a large battlefield, with varied terrain. Most battles involve over thirty units per side, ranging from infantry to tank platoons. The player pilots the lead tank in a formation of two to five tanks that can be separated into sub-units. The player can utilize variable zoom binoculars from the commander’s hatch, or view the field using the vision devices from inside the tank and the aiming reticule. The main view is from outside the tank.

Most missions feature the ability to call in high-explosive or smoke artillery barrages and attacks from support aircraft. The player also has the option of changing to play the opposing force, and changing which unit he commands.

A scoreboard at the end of each mission displays enemy units killed and their corresponding points. This score will only be saved if the player and the allied units in his formation used the default unit and type of vehicle.

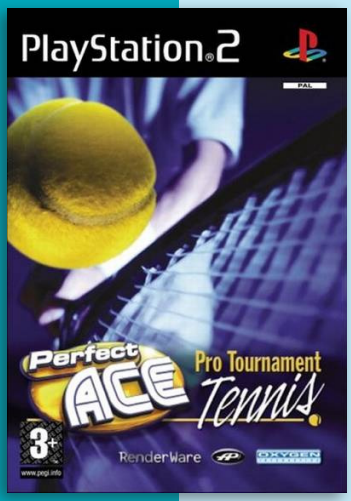
Each weapon, from machine gun to 88mm, has a different sound, recoil and ammunition types. The tanks also sustain realistic battle damage. Hits to the different areas of the tank, depending on armor type, range, angle and power of the gun, produce a different effect, such as track, gun, gun turret or mount damage. Individual crew members can be killed or wounded, affecting the operation of the tank. Engine damage effects the tank’s speed, or can disable it altogether. A repair and reload area can be used to replace injured or killed crew, or to repair damaged tanks.

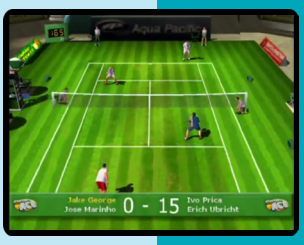
All of the vehicles in the game, especially the tanks, are based on actual units in service in 1940 and 1941. They include the Panzer III, the Cruiser MkIII, and the Matilda tank.

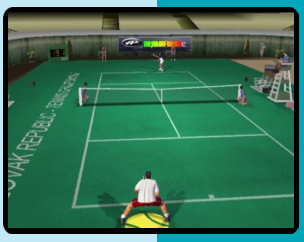


Perfect Ace: Pro Tournament Tennis

8.1







Developer	Aqua Pacific
Publisher	Oxygen Interactive
Release date	(eu) July 4, 2003
Genre	Sports
Mode	1-2 Players

Perfect Ace: Pro Tournament Tennis is a tennis game for one to four players. It offers three different game modes: single matches, tournament and world championship. Single matches can be played against either AI of human opponents and involves both singles and doubles matches. Sixteen courts from locations all over the world can be chosen. The tournament consists of five rounds and can be played alone or cooperatively with another player. First round is played on an easy setting and for each new round the difficulty goes up. The world championship is a series of ten tournaments around the world where one player takes control of a duo representing their country with the aim of scoring enough points to become number one in the world.

The game is played from a third person perspective. When serving a power bar is used to determine the power of the serve and while the ball is in play there are different strokes that the player can make. These are normal shot, topspin, lob and slice. Some aspects of the game are customizable. The player can choose speed of game, games per set (1-6), difficulty and whether to play with tie breaks or not.

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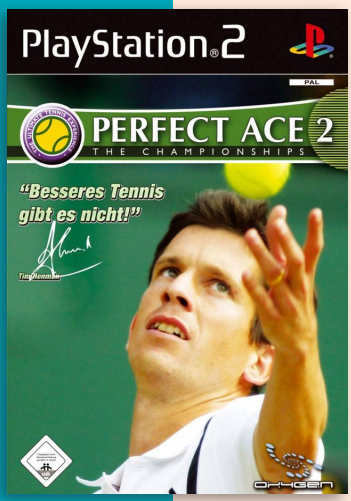
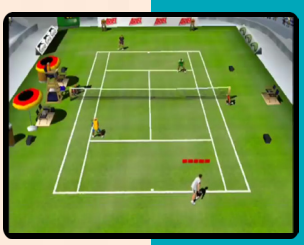
P

Perfect Ace 2: The Championships

8.0





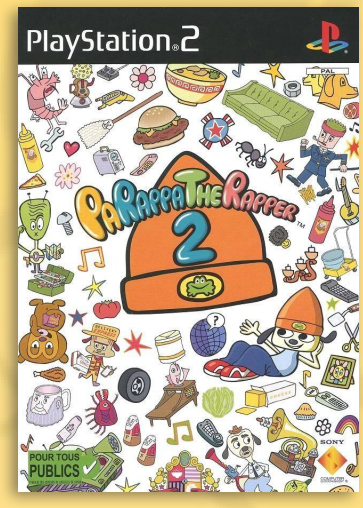
Developer	Aqua Pacific
Publisher	Oxygen Interactive
Release date	(eu) July 15, 2005
Genre	Sports
Mode	1-2 (4) Players

This continuation of the tennis simulation features new stadiums, new player models, full player editor, new game mechanics and new animations. The game let players complete on a World tour for singles, Doubles and mixed Doubles as well as the option of a quick match, including multi-player options for up to 4 players.

P

PaRappa the Rapper 2

6.7



J N P

Developer	NanaOn-Sha
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(jp) August 30, 2001
Genre	Music
Mode	1-2 Players

PaRappa The Rapper 2 is the sequel to the PlayStation game, PaRappa The Rapper. PaRappa must defeat the Noodle Syndicate by rapping his way through various levels. The game is the third title in the series following Um Jammer Lammy.

Gameplay follows that of its predecessors, in which the player must press buttons to make Parappa rap in response to a teacher's lyrics. Players earn points and progress by rapping in time to the music and maintaining a "Good" rating through to the end of each level. By successfully improvising raps, the player can obtain a "Cool" rating, during which Parappa will be given the chance to rap freestyle by himself. If the player performs badly, however, they will drop down a rating to "Bad" and "Awful", with the player losing if they drop below "Awful" or end the song with a "Bad" or "Awful" rating. PaRappa 2 features some tweaks to the gameplay, as some of the teacher's lyrics may change based on the player's performance. For example, the lyrics may become simpler if the player is struggling, or become tougher if they perform well. After clearing two stages in a row, players can participate in a minigame where they must hit targets held out by Chop Chop Master Onion's Tamanegi students, earning bonus points which are added onto the previous level's score. Clearing each level with a "Cool" rating unlocks music tracks that can be listened to after completing the game. Each time the player clears the game, the color of Parappa's hat changes from blue, to pink, to yellow, with each hat remixing the lines in each level.

In addition to the single player campaign, the game features a two-player Vs. Mode, in which players are given a line to rap to, which they must improve upon by freestyling better than their opponent.

Similar to Um Jammer Lammy, the North American release of PaRappa the Rapper 2 features some censorship when compared to the Japanese and PAL versions of the game, replacing lyrics referring to alcohol and religion in order to ensure an E rating from the ESRB.

The game received "mixed to positive" reviews according to Metacritic. GameSpot's Jeff Gerstmann gave the game a 6.6, stating that *"an almost total lack of innovation makes the game seem pretty dated when compared with other games on the market. ... Even when played to perfection, though, the rapping still sounds just as stuttery as it did in the previous game. While it was excusable then and perhaps even a little charming, it would have been nice to see the developers make better use of the PlayStation 2's higher specs."* Though the game *"features the same 2D graphical style as its predecessor, but it's not without its share of enhancements,"* he added, *"The music in the game covers a lot more ground, genre-wise, than the original did, but none of it is especially funny or toe-tapping--with the exception of the level that takes place inside an old video game machine. PaRappa 2 isn't a bad game, but it doesn't have as much of the same off-beat charm that the original--and to a lesser extent, Um Jammer Lammy--had."* However, IGN's Douglass C. Perry gave the game a slightly better score of 7, saying, *"The game concept hasn't changed, leaning neither toward an evolutionary or even a moderate change in the way gamers play music games. ... [PaRappa 2 is] not as hard as Um Jammer Lammy (which may be good for some folks), and it certainly covers familiar territory when it comes to the essentials -- gameplay, graphics, and sound -- but it's still fun and happy-making."*

Panic Palette

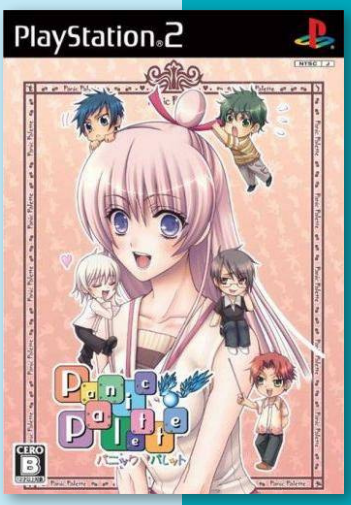
7.3

J

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) May 31, 2007
Genre	Visual novel
Mode	1 Player

The game is about Aki, a high school student, who, one night, meets a mysterious boy who lays a curse on her. According to him, he is prince of another world. The Prince tells Aki asks for her hand in marriage. She refuses but the Prince needs an assistant so he can return to his own world. To that end, Aki agrees to help the Prince gather up aura power by interacting and conversing with her fellow students at school.

"psxdatacenter.com"



Parzfait: Chocolat Second Style

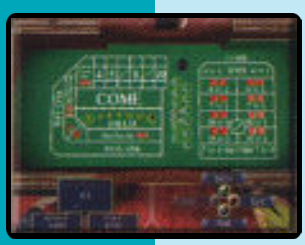
6.5

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) June 29, 2006
Genre	Visual novel
Mode	1 Player

The game is centerd around the Middle Ages European themed Cafe Curio. When Cafe Curio is back in business after a fire destroyed everything, another Cafe makes an opening just across the street as well. A Cafe called Parfait with the exact same European theme with Curio. It's aim is to "Topple the Curio!".

J

Payout Poker & Casino



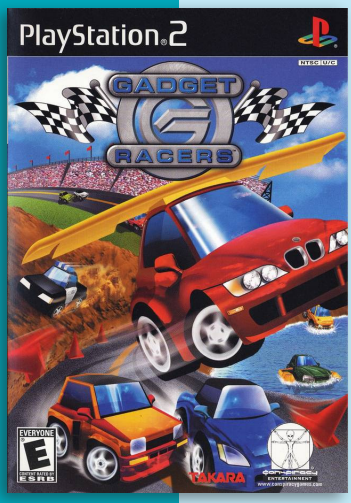
P

Developer	Bits Studios
Publisher	505 Game Street
Release date	(eu) November 24, 2006
Genre	Gambling
Mode	1 Player

In this game, players travel the globe to five different casinos, each shown in a 3D interface allowing players to roam the casino floor and choose the different games. Casino games include; Texas Hold'em, Blackjack, Baccarat, Slots, Roulette and more. Players also have the opportunity to customize their character with physical features like hair, face and body types as well as a wide variety of clothing accessories.

Penny Racers

6.7



Developer	Barnhouse Effect
Publisher	Takara, (us) Conspiracy Ent., (eu) Midas
Release date	(jp) December 21, 2000
Genre	Racing
Mode	1-2 (4) Players

Penny Racers, also known as Gadget Racers, is a racing game in the Choro Q series. This title differs slightly differently compared to other games. There are no RPG elements to this game, with tracks and races chosen through a menu system similar to a Gran Turismo title rather than talking to other cars.

The player starts by choosing one of six car bodies. Later the other bodies can be purchased through the shop, along with other variants (bodies are purely cosmetic). Upgrading the player's vehicle is done by buying parts. Parts includes engines, tires etc., with some more specialized parts like wings or skis. Money is gained by completing races, a bonus is added depending on the players position.

Game modes included are: Sprint, Grandprix, Engine Regulation, Endurance, Off-Road Regulation, Body Type Regulation, Parts Regulation, and Duel.

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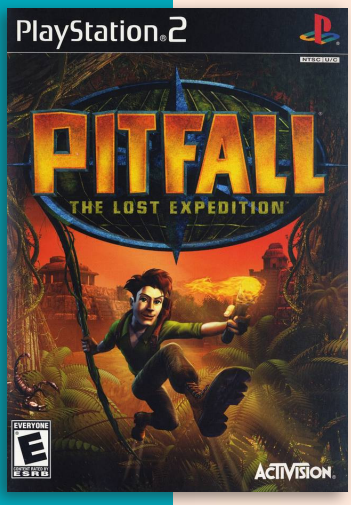
J N P

Pitfall: The Lost Expedition

7.0



Developer	Edge of Reality
Publisher	Activision
Release date	(us) February 18, 2004
Genre	Action-platformer
Mode	1 Player

Players take the role of Pitfall Harry, intrepid adventurer on a mission to rescue an archaeological expedition that has gotten lost in the Peruvian jungle. Along the way players do battle with his arch rival, Jonathan St. Claire, and help fulfill an ancient prophecy to save the world.

Gameplay takes the form of classic platformer action meets Metroid-style adventure as players explore through jungles, ruins, caverns, and mountains, looking for items that will open new avenues for exploration in a large, connected world.

Pitfall: The Lost Expedition received mixed to positive reviews from critics.

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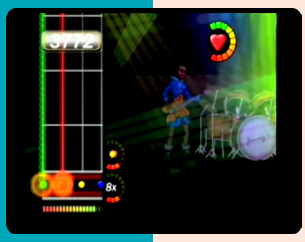
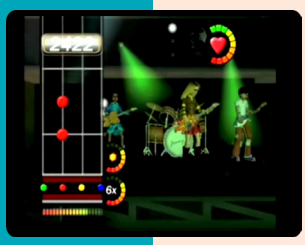
N P

PopStar Guitar

4.0





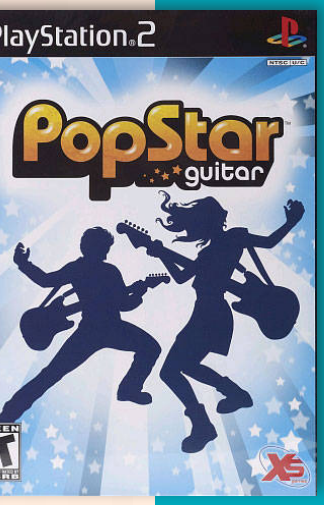
Developer	Broadsword Interactive
Publisher	XS Games
Release date	(us) October 28, 2008
Genre	Music
Mode	1-2 Players

PopStar Guitar is a music game for the Wii and PS2. The game features a line-up of 60 songs, which includes original mastered tracks from pop and rock artists.

In PopStar Guitar, players embark on a journey as a budding guitarist with aspirations of becoming the ultimate pop music sensation. Throughout the game, players develop skills to help them achieve their goal of success on the main stage of a world-wide Battle of the Bands competition, which will bring them international stardom.

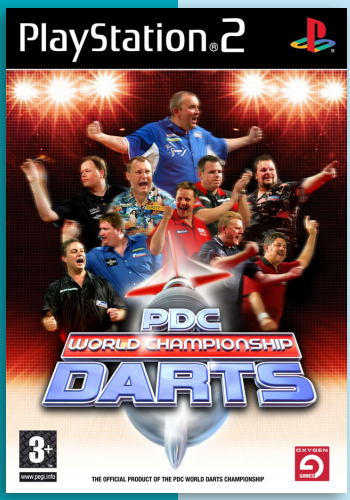
The career mode will see the player starting as a member of a garage band before touring across the 25 different in game venues before performing at the Battle Of The Bands. The game features 12 playable characters (6 male/6 female) to choose from, and players are able to customize their look and the instruments they play.

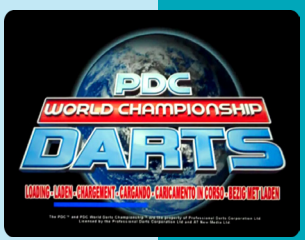
The game is played similar to other music games with players trying to press buttons as they follow scrolling notes onscreen. The PS2 version supports guitar controllers for play.

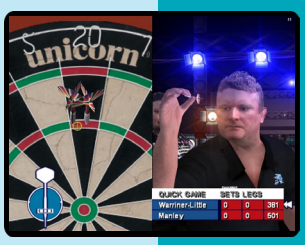


PDC World Championship Darts

6.4







Developer	Mere Mortals
Publisher	Oxygen Interactive, (au) Red Ant Enterprises
Release date	(eu) December 1, 2006
Genre	Sports
Mode	1-4 Players

PDC World Championship Darts is an officially licensed darts game. The player can opt to play as champions such as Allan Warriner-Little or Raymond van Barneveld or create his own player.

Included game modes are: World Championship, World Grand Prix, UK Open, Holland Open and Desert Classic. Each is modeled after the actual real life events. The game includes three existing darts arenas. An additional game mode is the party mode, a multi-player mode that consists of fifteen different party games.

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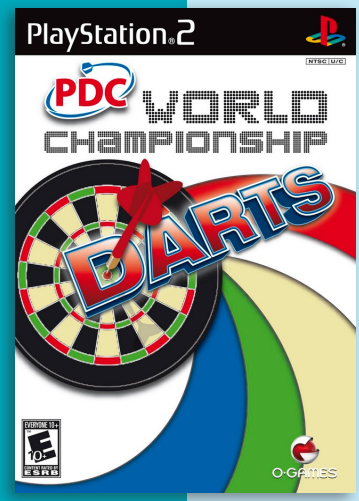
PDC World Championship Darts 2008

4.7



Developer	Oxygen Interactive
Publisher	Oxygen Interactive, (us) O-Games
Release date	(eu) January 25, 2008
Genre	Sports
Mode	1-8 Players

PDC World Championship Darts 2008 is an officially licensed darts game and sequel to its earlier incarnation. The player can opt to play as existing champions or create his own player. This new version includes even more stars to choose from.

It also includes more licensed events to participate in. Each is modeled after the actual real life events. The game includes three existing darts arenas. An additional game mode is the party mode, a multi-player mode that consists of fifteen different party games.

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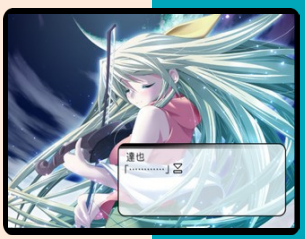
Pizzicato Polka: Suisei Genya

6.0

J



Developer	Kid
Publisher	Kid
Release date	(jp) June 17, 2004
Genre	Visual novel
Mode	1 Player

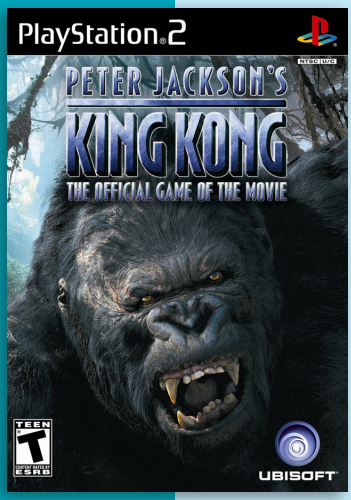
Pizzicato Polka: Ensa Genya for PS2 and Dreamcast is port of an adult Windows visual novel called Pizzicato Polka: Suisei Genya released half a year earlier. Despite the fact that console releases retain mature rating, the sex scenes have been removed and story adjusted to work without it.

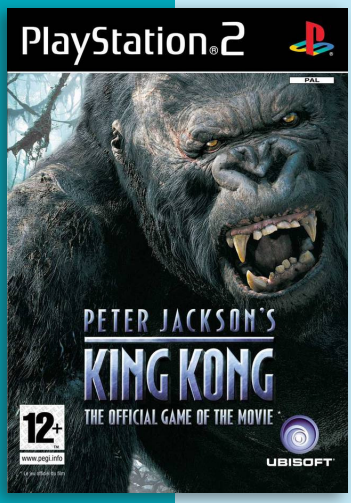
Unique elements and main additions to console port are: Additional scenario by Romeo Tanaka. Lip-syncing character animation added (by KID development team). New event CG (over 30 images) and updated original graphics.A new theme song and built-in KID's visual novel gameplay system.

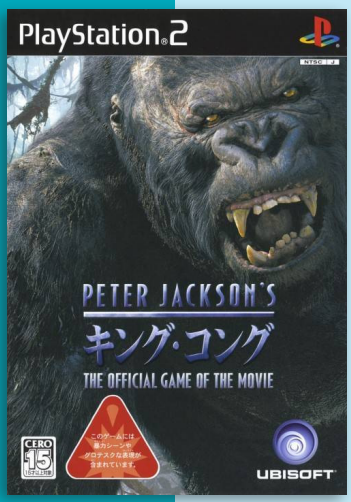
The game takes place in a town where a series of homicides have taken place. The main character, Tatsuya Tuzumi, has come to the town as an exchange student in order to search for his friend. While in town, he get close to a group of girls and begin to learn the true nature of the case plaguing the town.

8.2

Peter Jackson's King Kong: The Official Game of the Movie







J N P

Developer	Ubisoft Montpellier
Publisher	Ubisoft
Release date	(eu) November 17, 2005
Genre	Action-adventure
Mode	1 Player

Peter Jackson's King Kong is an action-adventure game based on the 2005 film King Kong. The game was created in collaboration between the film's director Peter Jackson, and game designer Michel Ancel. It was released on Windows, sixth generation platforms, handhelds consoles and on the Xbox 360 as a launch title. The film's cast members reprise their roles.

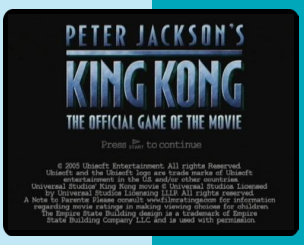
In the game, the player assumes the roles of both New York scriptwriter Jack Driscoll and the giant gorilla, Kong as they struggle to survive the threats of Skull Island in 1933.

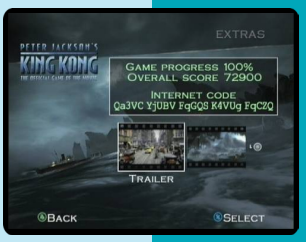
Human levels are controlled from a first person perspective. The game de-emphasizes the role of a heads-up display: it lacks a life bar, aiming reticule, and ammunition readout (the ammo readout and aiming reticule can be turned on and off at the player's will, but will be disabled by default.), further adding to the challenge and encouraging the player to find alternate weapons and techniques.

Interspersed with human adventure are levels in which the player controls Kong himself, traversing Skull Island's unique geography, battling various giant monsters while defending Ann. The Kong levels take place in a third person view, as the player directs Kong to punch, grab and use objects/corpses as weapons. He can also bite, climb, charge, hurl enemies and even pound his chest to go into fury mode. When Kong is sent into fury mode, Kong becomes more powerful and less vulnerable to attack. Many of the Kong sequences fulfill the role of boss fights, as the giant ape is able to effectively battle the gigantic creatures that Jack's weapons cannot harm.

Upon release, the game received positive reviews, with critics praising the game's immersive environments, action sequences, and ability to switch through two protagonists throughout the game.

Non-video game publications gave the game generally positive reviews as well.





Patisserie na Nyanko

8.4

Developer	Pione Soft
Publisher	Pione Soft
Release date	(jp) September 22, 2004
Genre	Visual novel
Mode	1 Player

The player character, Shouichi, must return home to manage the shop after his father has fallen ill. In doing so he'll be reunited with beloved friends and forced to confront long standing family problems.

On his first night back home, a magical catgirl named Mio mistakenly curses Shouichi to turn into a cat at night. It's not all that bad though, as the girls just love holding cats. Some will even bring him into the bath with them.

J

Petanque Pro

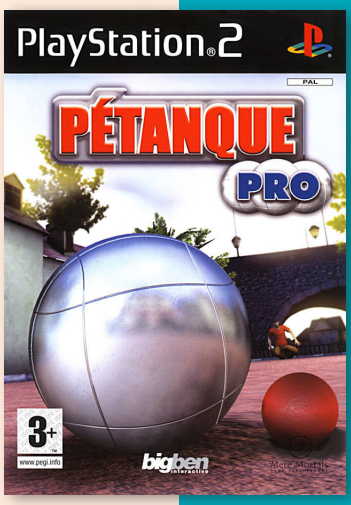
6.0

P

Developer	Mere Mortals
Publisher	Bigben Interactive
Release date	(eu) March 23, 2007
Genre	Sports
Mode	1-2 Players

Petanque Pro is a sports game developed by Mere Mortals and published by BigBen Interactive for the PC, PlayStation 2, and Wii platforms.

In Pétanque the objective is to score points by having boules closer to the target than the opponent after all boules have been thrown.

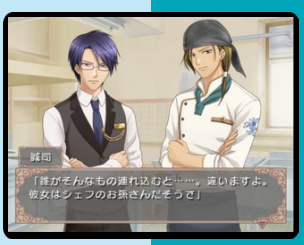


Petit Four

4.5

Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) February 28, 2008
Genre	Visual novel
Mode	1 Player

The player character, Kansaki Mei, aspires to become a professional chef as she works in her grandfather's tiny French Restaurant. After her grandfather has fallen ill, her parents, with no intention to continue the business, decides to close the shop and sell the land. Mei takes it upon herself to manage this crisis during her summer holidays. However, the old staff has left, so Mei need to recruit new members.



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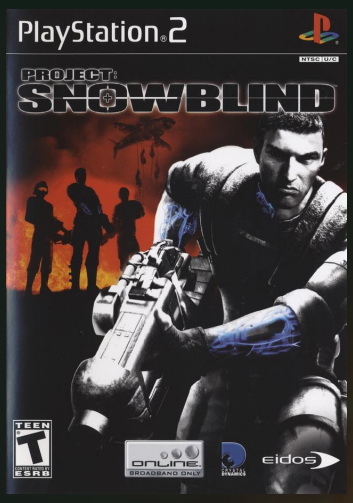
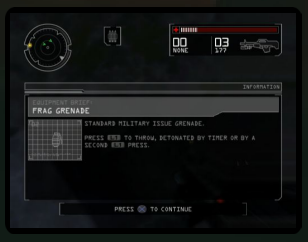




Project Snowblind

Developer	Crystal Dynamics
Publisher	Eidos Interactive
Release date	(us) February 23, 2005
Genre	First-person shooter
Mode	1 (-16) Player(s)

Project: Snowblind is a first-person shooter released on Windows, PS2 and Xbox. It was originally conceived as a multiplayer-focused third game in the Deus Ex series, Deus Ex: Clan Wars, but it was decided to set the game in its own universe. Nevertheless, it remains a spiritual sequel to Deus Ex and retains many visible and conceptual links to its progenitors.

In Project: Snowblind, the player assumes the identity of Nathan Frost, a soldier in an international peacekeeping force known as the Liberty Coalition. After being critically injured during an enemy attack, Frost is implanted with experimental nano-technological augmentations and enhancements, turning him into "the soldier of the future". Frost must use his new powers to help lead the Coalition to victory against overwhelming odds.

Similar to the Deus Ex series, the focus of Project: Snowblind's gameplay is giving the player a variety of choices on how to approach any given situation. Although the game is generally linear, most levels feature multiple paths through any given area, allowing players to either rush in guns blazing or attempt to find a more stealthy sidepath. Unlike Deus Ex, the game is entirely centered around pure combat, but nonetheless provides the player with multiple options regarding every battle. Every weapon in the game has a secondary fire mode, several of which create exotic effects such as a swarm of drones that will actively seek out and attack enemies. The player can also throw a variety of grenades with different effects, including a riot shield that creates a temporary stationary energy wall for the player to take cover behind. The player can also use a special "Icepick" device to hack enemy cameras, turrets, and robots and use them against enemy forces. The game also features several driveable vehicles. Finally, the player's character possesses a variety of nano-technology augmentations that can be used to grant them various powers.

One of the main focuses of Project: Snowblind's gameplay is Nathan Frost's nano-technology augmentations. Although most of Frost's augmentations are inactive at the beginning of the game, they become activated as the game progresses, granting Frost additional powers.

Project: Snowblind's multiplayer mode features several of the gameplay elements found in the game's single-player campaign, including drivable vehicles, the ability to operate and hack cameras and turrets on the battlefield, and the ability to use augmentation powers.

The game received "favorable" reviews on all platforms according to Metacritic It was criticized for its short length and inactive multiplayer, but was praised for its surprisingly entertaining gameplay.

PROJECT
SNOWBLIND

Petz: Catz 2

6.0

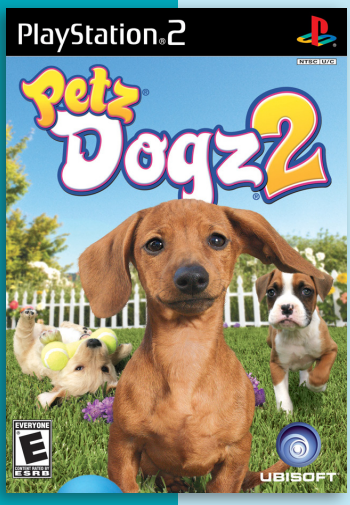
N P

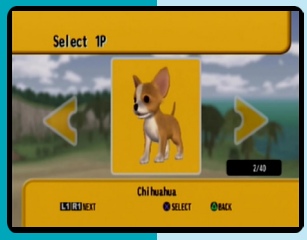
Developer	Ubisoft Paris
Publisher	Ubisoft
Release date	(us) November 14, 2007
Genre	Simulation
Mode	1-2 Players

Petz: Catz 2 was released for the PC, Nintendo DS, PS2 and Wii, the latter two are similar to The Dog Island. Players can choose from 40 breeds of cats. In the UK this game is titled Catz.

Catz 2 on PlayStation 2 features more than 40 breeds to adopt and over 60 activities to complete with the feline companion. The game features an adventure element with a storyline where a wolf has pilfered a magic hat and is causing mischief on a peaceful island. The goal is to defeat the wolf and restore order in the world by completing various tasks, such as pushing objects, planting flowers, catching fish, or "throwing" rocks to stun enemies. Players can also interact with their cat in a number of ways. As in previous games in Ubisoft's Petz series, Catz 2 supports an array of clothing, toys, and accessories to customize the kitten.

Petz: Dogz 2





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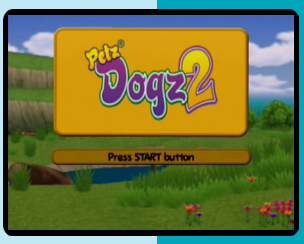


N P

Developer	Phoenix Interactive Entertainment
Publisher	Ubisoft
Release date	(us) November 23, 2007
Genre	Simulation
Mode	1-2 Players

The dog and cat editions of the game have virtually identical content, aside from the different animals populating them and certain theme naming (e.g. healing items in the game are named after meat for dogs, but tunas for cats). They also share the same story where the player plays as a dog who lives in a town on a large island, and who goes on an adventure to stop an evil wolf named Ivelet from destroying the universe.

The player can explore 14 locales in the game, including the beach, lake, forest, and so on. Not all of them are open for the player at the start, requiring specific tasks to be completed first. While the player will visit every area at one point in the game, many parts are optional and can be opened by skills obtained later in the game. Each area has its own hazards independent from the hostile animals, such as a poisonous lake in Sky Heights, and tornadoes in Lonesome Park.

Petz: Horsez 2

7.2

Developer	Phoenix Interactive Entertainment
Publisher	Ubisoft
Release date	(eu) October 25, 2007
Genre	Simulation
Mode	1-2 Players

This is the second game in the Petz Horsez series. Players can choose from five different horse breeds. As the player raise their foal they learn to groom, play and feed him. The horse develops and so will the player allowing them both to complete at a higher level.

The game was also released as Pippa Funnell 2: Ranch Rescue, Alexandra Ledermann: The Stud in the Valley, Pippa Funnell: Ranch Rescue, and Abenteuer auf dem Reiterhof: die Pferdeflüsterin.

The sequel feature a similar plot to the first game. The main character is a young woman named Emma. She was sent to France to train to become a veterinarian. However, with the taxi broken down, she has no choice but to take refuge in a small, quiet town. There, she meets Oliver, a nephew of his aunt's stud farm, who is missing its real owner, Marie. After finding out Emma is a vet, he offers to give her shelter if she helps them with a mare in foal. Emma agrees, after meeting Flora, Micheal (formerly called Miguel in Horsez), and Carol, the character is given some objectives. The character delivers a healthy foal, and then is given the choice of the player to stay with the stud farm or leave as a vet. Either way, the game still continues.

Most of the main parts are:

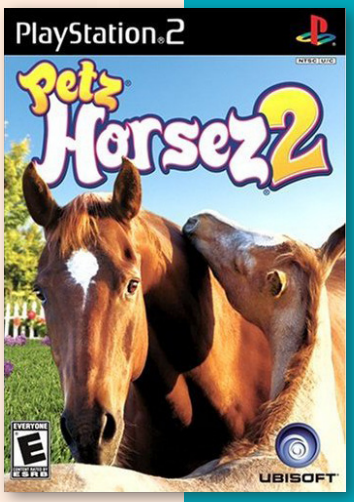
The character is given a challenge to spy on the Mayor, who wants to take over the stud farm for a housing development.

The character saves Oliver in three different ways.

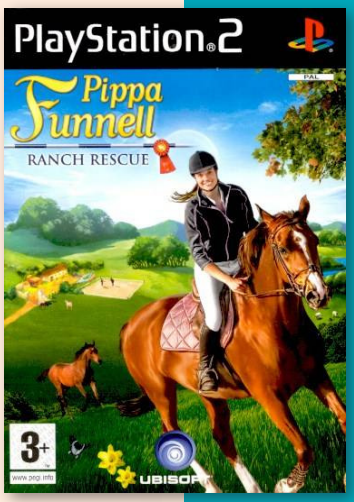
The character is given secondary objectives to complete.

The character competes in competitions for extra money and horse breeds.

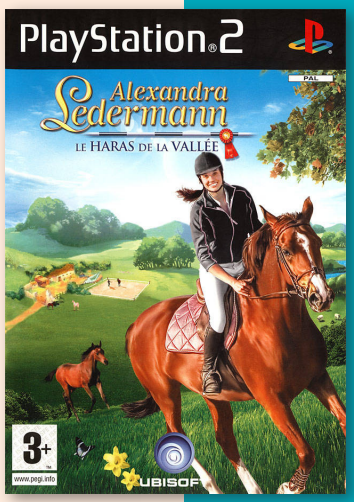
In the end, the characters win back the stud farm, though end results are dependent on the player's choices throughout the game. In one part, find out that Marie is still alive and well. In this ending she leaves the stud farm to Flora, and promises to visit soon, having settled in New Zealand. Other possible endings include Emma getting Oliver (and herself) tickets to the US so she can show him her country.



Pippa Funnell 2: Ranch Rescue (eu)

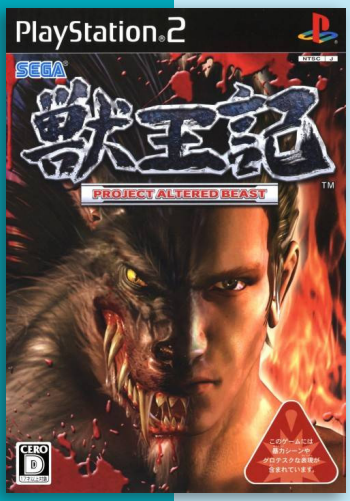


Alexandra Ledermann: The Stud in the Valley (eu)

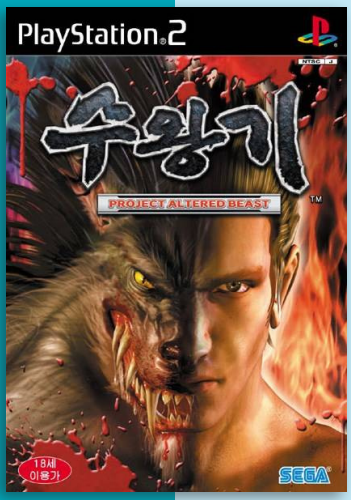


Project Altered Beast

6.8



Korean Release



J P

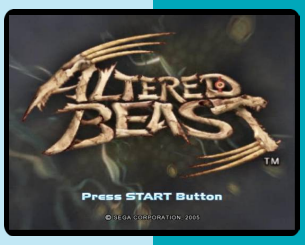
Developer	Wow Entertainment
Publisher	Sega
Release date	(jp) January 27, 2005
Genre	Beat 'em up
Mode	1 Player

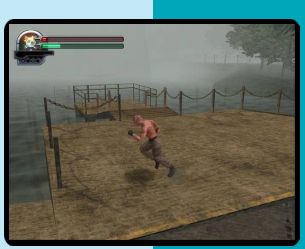
Project Altered Beast, also known as Altered Beast in Europe and Jūōki: Project Altered Beast in Japan, is a 2005 action/adventure, beat 'em up for the PS2. The game is a modern take on the original 1988 arcade game Altered Beast. While the gameplay still involves the main character transforming into different kinds of beasts like in the original, the story, characters and setting are completely different, along with notable gameplay additions. The game was released in Europe and Japan, but was cancelled for North America.

The story follows a man called Luke Custer who is a "Genome-Cyborg", a human whose DNA and other genetic make-up has been artificially altered allowing micro-chips containing the genetic make-up of other creatures to transform him into an anthropomorphic beast. After surviving a helicopter crash, Luke loses his memory and sets off to learn about the truth behind his past and the Genome-Cyborgs.

The player controls Luke Custer in a third-person perspective as they battle through multiple enemies in close combat to reach the next objective, utilizing the ability to transform into different beasts, each with somewhat of their own element, for a certain amount of time. Unlike the original game, the player can transform in and out of their beast form at will when available. Initially from the start Luke can transform into a Werewolf (Element|Light), yet further into the game, he finds more Genome-Cyborg DNA chips allowing him to change into even more different kinds of beasts including a Merman (Water), a Garuda (Wind), a Wendigo (Ice), a Minotaur (Fire) and a Dragon (Thunder). While each beast has their own different sets of attacks, they also have abilities that are essential for overcoming obstacles, puzzles and boss fights that hinder progression.

Upon finishing the game, a number of other modes are unlocked including time trial boss fights and a challenge mode that can also unlock further beast forms including a White Weretiger (Darkness), a Grizzly Bear (Earth) and an alien-cloned U.W.H. (Gravity).





Project Arms

6.0

Developer Shade
Publisher Bandai
Release date (jp) March 28, 2002
Genre Action
Mode 1-2 Players

Project Arms is an action-adventure, reflex game based on the anime, Project Arms. As a reflex game, players battle enemies by using a combination of L1 / R1 button, square, and the circle button. The story follow a teenager that have been subjected for experiments involving genetics and an “ARMS” nanomachine implant.

J

Project FIFA World Cup

4.5

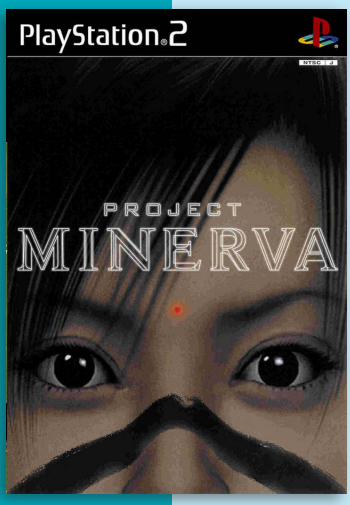
J

Developer Electronic Arts
Publisher Electronic Arts Victor
Release date (jp) May 30, 2002
Genre Sports, Strategy
Mode 1-2 Players

Project FIFA World Cup: Sorenara Kimi ga Daihyo Kantoku is a simulation game officially endorced by the 2002 FIFA World Cup Korea. Players take the role of the coach and manager of a national football team with the aim for the FIFA World Cup championship. Players will have to different tasks, such as finding players, nurturing players in the training camp, developing tactics, and researching opponents.

Project Minerva

7.6



Developer D3Publisher
Publisher D3Publisher
Release date (jp) August 22, 2002
Genre Action
Mode 1 Player

Project Minerva is a military/sci-fi themed tactical action game where players will be leading a large squad of agents against enemy robot soldiers across several missions. Missions comes as various typical squad shooter objectives: kill a number of enemies, plant bombs in certain locations, rescue the hostages, etc..

The heroine is modeled on and voiced by the Japanese actress, Norika Fujiwara.

J

Phantasy Star Universe

6.8

JNP

Developer	Sonic Team
Publisher	Sega
Release date	(jp) August 31, 2006
Genre	Action role-playing
Mode	1 (-6) Player(s)

Phantasy Star Universe can be considered the sequel to Phantasy Star Online (released in 2000 for the Dreamcast) with hack-and-slash RPG gameplay. Once again, there are two components: both offline and online content. In the offline single-player story, the 17-year old Ethan Weber is a military cadet on a mission to save his kidnapped sister from a mysterious force called THE SEED. This events and characters complement the online gameplay. Additionally, there is an offline mode that plays similar to the online mode, with character customization.

In the online MMORPG component, players create their character based on four races: Humans, CASTs, Newmans and Beasts, with 3 main classes that can still be changed during gameplay. Once at a high level, there is further specialization with 7 advanced classes. The character's customization includes the clothes, hair, facial features, voice, and body proportions.

The game takes place in the Gurhal Star System, with three planets to explore. Players can also team up in squad-based combat and tackle over twenty massive dungeons. The movement options of the previous game have been improved, with enhancements such as strafing. Characters can wield different weapons for each hand and there are player-controlled vehicles. A monthly fee is required to keep playing.

Due to low levels of use, the North American and PAL PS2 servers of Phantasy Star Universe were shut down on March 31, 2010. PS2 support for the Japanese servers was discontinued on April 14, 2011.

The game received "mixed or average reviews" on all platforms according to Metacritic. Erik Brudvig of IGN said of the PlayStation 2 version, *"The result is an unsatisfying and stale experience that feels like an update to an old game that has had its day rather than a new title."* In Japan, Famitsu gave the PS2 version a score of 35 out of 40.

Phantasy Star Universe: Ambition of the Illuminus

7.0

J N P

Developer Sonic Team
Publisher Sega
Release date (jp) September 27, 2007
Genre Action role-playing
Mode 1 (-6) Player(s)

Ambition of the Illuminus is the first expansion of Phantasy Star Universe. Although it is an expansion pack, the game are standalone and do not require the original game to play. Ambition of the Illuminus introduced numerous new features to Phantasy Star Universe including new weapons, Photon Arts, missions, clothing, enemies, and more.

The game is a direct continuation of Phantasy Star Universe. Shortly after the defeat of Magashi and the Endrum Collective, a mysterious group known as the Illuminus have appeared and threaten to exterminate all non-human races. The GUARDIANS are under attack, and Ethan Waber is now wanted for an attempted assassination. GUARDIAN instructor Laia Martinez is determined to find Ethan at any cost. As a new GUARDIAN receiving guidance from Laia, the player must search for Ethan and uncover the truth.

Plus Plum 2 Again

6.0

J

Developer Takuyo
Publisher Takuyo
Release date (jp) May 18, 2006
Genre Puzzle
Mode 1-2 Players

Plus Plum 2 Again is a competition puzzle game which features three types of falling objects that must be color-matched in groups of three. Once a color-match is performed, the disappearing objects change the colors of every contiguous object. For example, a red sphere shifts to blue if a color-match is triggered next to it. By careful planning and color stacking, one may create multi-chain color combos by taking into account the color change factor as objects are faded from the screen. The platform that holds each player's crop of falling objects is a scale which rises and falls based on how many blocks are sitting on it.

Game modes include; Rally Mode, VS Mode, Tournament Mode and Practice Mode.

8.1

Phantom Brave

J N P

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software, (us) NIS America, (eu) Koei
Release date	(jp) January 22, 2004
Genre	Turn-based strategy, Role-playing
Mode	1 Player

Phantom Brave is a strategy RPG which takes place in the world of Ivoire. Ivoire consists of vast seas and numerous islands; it used to be a peaceful place, ancient and powerful force is now threatening life in the various lands. The player character is Marona, a 13 year old orphaned girl. Marona has the ability to communicate with phantoms, an ability that brings a lot of resentment from other people but will help her to head out into the world and solve the problems that are occurring. A phantom known as Ash acts as Marona's guardian; as the game progresses, other phantoms will join her party, each of which have different capabilities.

The game features a turn based combat system. During battles, Marona is able to attack enemies by herself, and she can also summon phantoms in her party to help out. To summon phantoms, players will need to confine them to an object on the screen (such as a rock or tree). Once confined to an object, they will then be able to control the phantom in battle, though phantoms only remain controllable for a limited number of turns. The object players confine a phantom to will affect it's abilities; for example, a rock may make a phantom stronger but move slower. By defeating enemies in battle players earn experience points allowing to level up and become more powerful.

Unlike most tactical role-playing games, the border of the battle maps do not have barriers around their edges. Most characters and objects can be thrown off, hit off, fall off, or slip off of the field of battle and sent O.B. (out-of-bounds). Characters and objects that are O.B.'d are gone for the rest of the battle. When an enemy is O.B'd, the level of each of the remaining enemies rises by one, so the player can trade a large force of weak enemies for a smaller number of stronger ones. If the enemy's HP is reduced to zero before it is thrown out of the stage, its allies will not be granted a level up. The last enemy on the map cannot be thrown O.B., and Marona's team members do not gain levels for falling out of bounds.

The games story takes place in 20 episodes. Each episode features a unique goal to be completed before moving on. Between episodes players can visit their home on Phantom Island; here players can summon additional phantoms to join their party. Initially only a few types of phantoms can be summoned, but more become available as experience is gained. Players may also replay already completed episodes or enter a random dungeon in order to level up their party and earn additional money to buy items.

Four characters that originate from the Disgaea series (Laharl, Etna, Flonne, and Vyers) become playable characters upon completing certain post-game content. Myao, one of Marjoly's henchwomen from the Marl Kingdom series game Rhapsody: A Musical Adventure, also makes a playable cameo.

The Special edition came with a free soundtrack and shortened instruction manual.

Phantom Brave
We Meet Again
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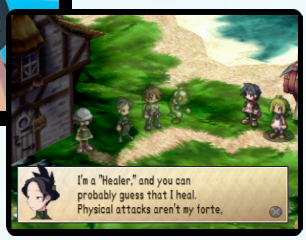
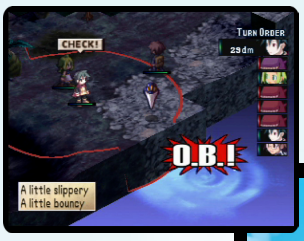
Gaston
Plain Slime
Turn Order
7dm
CHECK!
Strength x 2
Protection info

Turn Order
50dm
CHECK!
A little slippery
A little bouncy

Plain Rock
Turn Order
60dm
CHECK!
Protection info


I'm a "Healer," and you can
probably guess that I heal.
Physical attacks aren't my forte.


CHECK!
Turn Order
29dm
O.B.!
A little slippery
A little bouncy

Pringer X
STEAL 50
GUARD 5%
to Switch
Steal rate, Defense rate (Refer to "Battle Help")

15 chars. Left
Ash
Pastel
Mo
Agrippa
Lionel
Ainee
Shue
Obtain Rate 52%
Switch
Quick Attack
Plain Phantom
Select a Phantom to confine.

It looks like the monster found
something more enticing to eat.

Phantom Brave
We Meet Again
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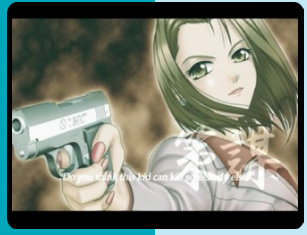
6.1

Phantom: Phantom of Inferno

Limited Edition

J



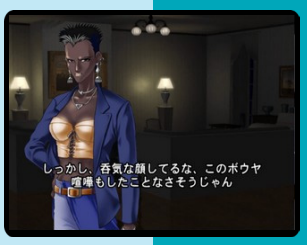
Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) May 22, 2003
Genre	Visual novel
Mode	1 Player

Phantom of Inferno (known in Japan as Phantom -PHANTOM OF INFERNO-) is a visual novel created by Nitroplus, and distributed by Hirameki International (a subsidiary of the Japanese visual novel publisher Hirameki). It came out for PC in Japan in 2000 and was ported for DVD in 2001 and for PS2 in 2003. The story can take either a dark action/drama path or can turn into a romantic drama depending on the choice of the player. A remake for the Xbox 360 console was released in 2012 and ported on PC in 2013.

Phantom of Inferno details the life of a 15-year-old Japanese boy who is kidnapped after witnessing the killing of a reporter. The memories of his past life are erased, and he is given the choice to join 'Inferno' or die. After joining the organization he is given the name 'Zwei' (German for number 'two') and will study under 'Ein' (From the German word "Eins" for 'one'). Ein is also known as 'Phantom', the title given to the organization's top assassin.

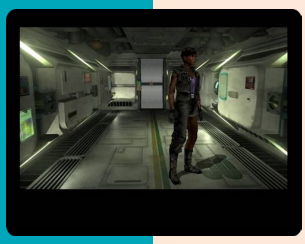
Inferno is said to be the 'United Nations of crime syndicates'. As Zwei makes his way through training and various missions, deceit and betrayal occur even within Inferno and slowly put Zwei in increasing danger. Along the way, Zwei meets a girl by the name of Cal Devens and, though he tries to protect her, she too is drawn into Inferno to become the assassin, Drei (German for 'three').

Unlike standard visual novels where players usually focus on a single girl near the start and delve more into her story, the story is much more interleaved in Phantom of Inferno. The game is divided into 3 chapters, and each chapter has different routes which will affect the sequence of events, as well as vary the scenes and endings that the players will get.



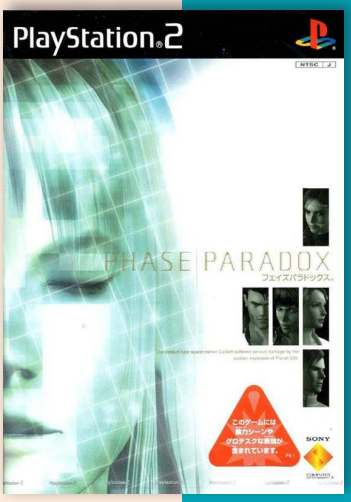
Phase Paradox

7.5

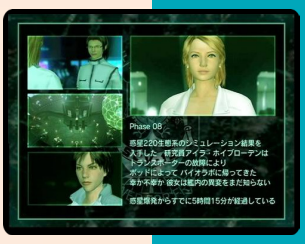


J

Developer	SCEI
Publisher	SCEI
Release date	(jp) May 24, 2001
Genre	Action-adventure
Mode	1 Player



Phase Paradox is a sequel to the PlayStation game, Philosoma. However, it was only a sequel in terms of it being a continuation of the storyline from Philosoma; the game was in the survival horror genre instead of a scrolling shooters genre. The game takes place just after Philosoma's ending and tells what happens to Gallant's crew after planet 220's explosion. The player assumes the roles of D3, a rookie pilot, as well as his commander Nicolard Michau and has to try to save the planet.



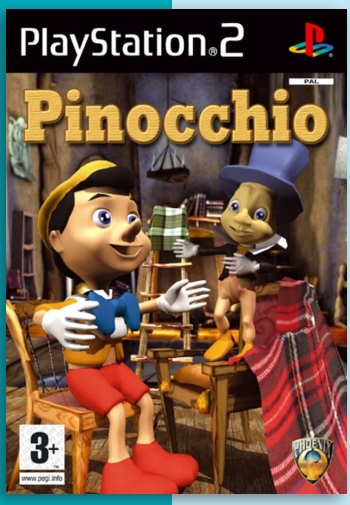
The player can control three characters across a field map with pre-rendered backgrounds, similarly to the original Resident Evil games, however the action factor is not present. The player doesn't shoot or solve puzzles, but simply moves the characters in between cutscenes and is prompted to do binary choices of yes and no by pressing the X or circle buttons. By making the "wrong" choice, the player usually dies and is prompted to try again. The game has three different endings, one for each playable character, depending on which one the player choose to follow during the final phase of the game.

Despite the English voice over, the game never got released outside of Japan.

"nanogame.tumblr.com"

Pinocchio

5.2



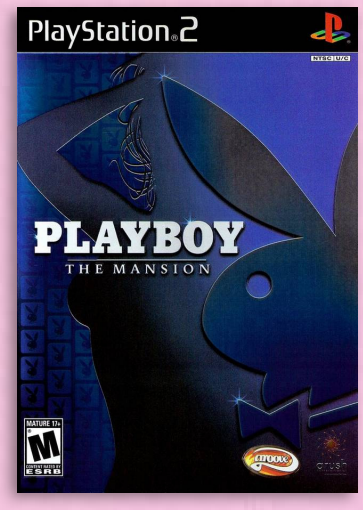
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) December 8, 2006
Genre	Mini-games
Mode	1 Player

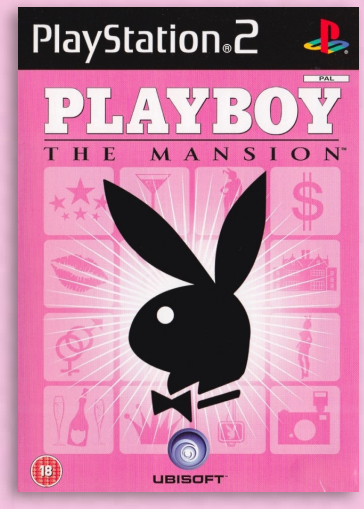
Pinocchio is a Phoenix Games game based on the fairy tale of the same name. As in most Phoenix games, It features a short cartoon and mini-games based on scenes from the cartoon. They mini-games are: Coloring, Pairs, Jigsaw and Puzzle, where users select a scene from the cartoon, and then reassemble the scene by swapping puzzle pieces until they are all in their correct positions.

P

5.9

Playboy: The Mansion





Developer	Cyberlore Studios
Publisher	Ubisoft, (us) Arush Entertainment
Release date	(us) January 25, 2005
Genre	Simulation
Mode	1 Player

Playboy: The Mansion is a simulation game for the PS2, Windows and Xbox, developed by Cyberlore Studios, published by Groove Games and Arush Entertainment and licensed by Playboy Enterprises.

The game puts players in the role of Hugh Hefner, the founder of Playboy Magazine and Playboy Enterprises, referred to in the game as 'Hef'. The aim of the game is to build the famed Playboy Empire from scratch, starting from a humble magazine to celebrity endorsements to home entertainment to Internet websites to merchandise.

The player can mold the famed Playboy Mansion to their own needs and wants, and has the option of experiencing the infamous Playboy Playmate parties in locations such as the Grotto and the Clubhouse. Hef, as well as all other characters in the game, can build three types of relationships with other characters: casual, business, and romantic. Each month, the player has to print an issue of the magazine. To do that the player needs a cover shoot, a centerfold, an essay from a celebrity, interview with a celebrity, a pictorial about a subject and an article about a subject. The player must hire photographers and writers to create each issue. All the characters have interests, such as sports and music, and writers on those topics will produce higher-quality articles. In the game, the player is the photographer during photo shoots. The game contains many sexual references, including sexual relationships.

There are twelve missions in total. Some of the goals include making and/or fixing relationships with people, publishing certain magazine content, and throwing parties. Players can also choose not to achieve goals, as there is no time limit, and do other things such as parties, mansion renovations and playing with the mansion's variety of games; however, magazines must continue to be published as that is the player's income source.

The game was met with mixed reception. GameRankings and Metacritic gave it a score of 59 out of 100 for the PlayStation 2 version.

Eurogamer noted that the game was similar to The Sims series but was unfortunately less entertaining. It was considered *"a little too slight a proposition for a full game."*

The New York Times gave it a mixed review and stated, *"Sex and nudity often work well in movies, but video games laced with sex never rise above mediocrity, and Mansion seems decidedly underbaked."* The Sydney Morning Herald gave it two-and-a-half stars out of five and called it *"A frisky concept with limited thrills and not enough depth to challenge gamers."* Detroit Free Press gave it two stars out of four and stated, *"I flipped on the game expecting a world of champagne, roses and frequent wisps of steam. Instead, I got an immediate request that I construct an office on the mansion's upper floor."*

ELECTRIC LADY LAND

by: Josh Robertson@Playboy 2004 October

HOT WOMEN IN VIDEO GAMES?
IT'S SO CRAZY IT JUST MIGHT WORK

Video games have always been about sex - let's just say Mario didn't rescue Princess Toadstool for the cardio workout. This fall will see the release of the sexiest, bawdiest and most entertaining games ever created.

Start with *Playboy: The Mansion* (PC, PS2, Xbox), in which you are Hef, the most powerful man in the world - if power can be measured in chesty, willing blondes (and we'd argue that it can). The game is a compelling mix of *Sims*-style fun and empire-building strategy. And we're not just saying that because it's our game. Heavens no.

The Guy Game (PS2, Xbox) lets you see what *Jeopardy* would be like if Alex Trebek were drunk and all the contestants had just arrived from a *Girl's Gone Wild* shoot. You and your friends compete in trivia and hand-eye games for the ultimate prize: topless college girls.

If you enjoy wrestling but only of the mud variety, *Rumble Roses* (PS2) has your number. Buff gals (no boy grapplers allowed!) try to pin one another using the most suggestive holds known (and not known) to man.

Finally, the frisky runt who practically invented racy games back in 1987 returns. The babes in this year's *Leisure Suit Larry: Magna Cum Laude* (PC, PS2, Xbox) put the blocky pixel chicks of yesteryear to shame. Luba Licious is one of the luscious lasses Larry meets on his sordid collegiate odyssey. Will he win at quarters? Will she live up to her name? Depends on how good you are with your joystick.

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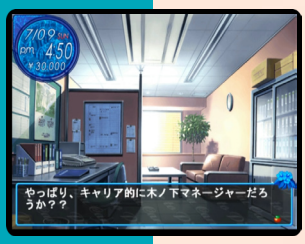
Pia Carrot e Youkoso!! 3

7.9

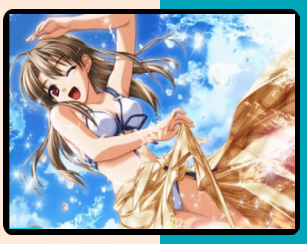


Developer	Alpha Unit
Publisher	NEC Interchannel
Release date	(jp) March 27, 2003
Genre	Visual novel
Mode	1 Player

Welcome to Pia Carrot 3 is part of the Welcome to Pia Carrot series (Pia♥キャロットへようこそ!! pia♥kyarotto e yōkoso), a Japanese visual novel series by Cocktail Soft (a part of F&C, later F&C FC02). Anime and manga have been based on the games.

The games are all set around restaurants in the fictional "Pia Carrot" chain, and most of the female characters are waitresses at these restaurants. The individual restaurants in the chain are called "1st", "2nd", etc. A maid café named "Pia Carrot" also opened in real life as a cosplay restaurant in Akihabara, Japan.

Welcome to Pia Carrot 3 is the second true sequel to "Pia Carrot", set one year later than "Pia Carrot 2" (first released in 1997 for Windows 95) and was released for the PC by F&C FC02 in 2001. Dreamcast and PlayStation 2 versions were released by NEC Interchannel in 2003.



In 2002, the anime movie "Welcome to Pia Carrot -Sayaka no Koi-monogatari-" was released, being the first movie based on an eroge.

Pia Carrot e Youkoso!! G.O. Summer Fair

6.8

Developer	Piacci
Publisher	Piacci
Release date	(jp) December 20, 2007
Genre	Visual novel
Mode	1 Player

Similar to previous games in the Pia Carrot series, players associate with 15 waitresses who work in the Pia Carrot establishment under the auspices of the Summer Fair season. Interaction is handled through simple menu-based commands where an action or conversation snippet is chosen and the results are played out on screen. In order to get information about the girls, a lot of reading is required to gather together clues about the girl's likes, dislikes, and pet peeves.

"psxdatacenter.com"

Pia Carrot e Youkoso!! G.P. Gakuen Princess

6.3

Developer	GN Software
Publisher	GN Software
Release date	(jp) January 22, 2009
Genre	Visual novel
Mode	1 Player

After the player character, Kamoshita Hiroto, manages to blow up the Pia Carrot resturant, he loses his job. A masked girl gives him some advice, and by following her instructions, he becomes a boss of a newly opened restaurant, a branch restaurant of Pia Carrot. He meets his classmates and old friends there and they start working at the restaurant.

J

Pipo Saru 2001

7.0

Developer	SCE Japan Studio
Publisher	SCEI
Release date	(jp) July 5, 2001
Genre	Action
Mode	1 Player

Pipo Saru 2001 is an action game in the Ape Escape series. A demo was released through McDonald's named the "Happy Disc". The levels were slightly altered to contain McDonald's logos, fries and burgers.

The storyline is a simpler compared to the original game. Specter has made all the monkeys' pants dirty and Spike/ Kakeru has to wash them. It also featured more levels than the original game. It has 36 stages while the original had only 19. Each level is timed. There are five stages to complete, with a boss battle in each level.

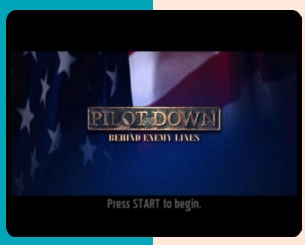
The gameplay differs from the original Ape Escape gameplay outline. The left analog stick on the DualShock controller is used to control Spike's movement, but unlike the original game, the right analog stick was unused and the Face buttons were used to attack. The goal of each level is to use a vacuum cleaner to remove a required amount of pants off of the apes and put them into an oversized washing machine, while preventing the monkeys from re-obtaining their shorts or attacking the player. While sucking the pants off a monkey, the monkey can be fired into other monkeys to knock them out. Bomb tokens can also be collected to attack monkeys and bosses.

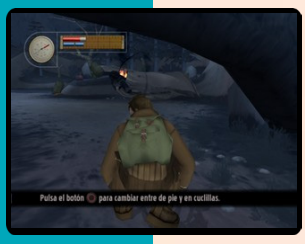
PlayStation 2 the Best

J

6.1

Pilot Down: Behind Enemy Lines





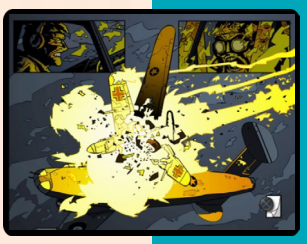
P

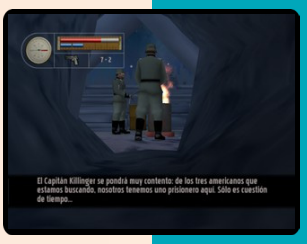
Developer	Wide Games
Publisher	Oxygen Interactive
Release date	(eu) September 9, 2005
Genre	Action-adventure
Mode	1 Player

Over 180,000 Allied airmen were shot down on enemy territory during WW2. This game is about one of those men, trying to get to safety of Switzerland through hostile territory.

The gameplay is mostly about sneaking around varied environments such as a lumberyard, wilderness and so forth trying not to be detected by the German troops and making as little commotion as possible. With the aid of different objects (such as cigarette packs for distracting guards or apples for a quick stamina replenishing) the player must make it through the levels. The player character has a stamina which means that it's not very good idea to be standing in a freezing cold water for too long because if the stamina meter runs out, the health meter starts to deplete. Because of it, it's a good idea to warm up by campfires or eat something once in a while, thus restoring stamina. Different weapons is also included, which one can use to dispatch enemies that wander too close. They range from a piano string to machine pistols.

"mobygames.com"





7.5

Pochinya

J

Developer	Aiky
Publisher	Bandai
Release date	(jp) October 28, 2004
Genre	Puzzle
Mode	1-2 Players

Pochi to Nyaa is a puzzle game where a single player controlling Prim. Prim must stack up Nyans of the same color together and set them off by turning a Nyan (cats) into a Spiky Nyan. (The more Nyans, tails and/or splits involved, the higher the attack power.) Depending on how powerful the attack is, Intruders (dogs) will drop on the opposing side's field. When the opponent is drowned in a flood of cute animals, it's Game Over.

In addition to Story Mode, the player can fight in head-to-head battles.

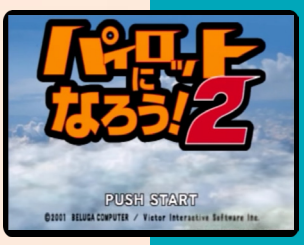
Pilot ni Narou! 2

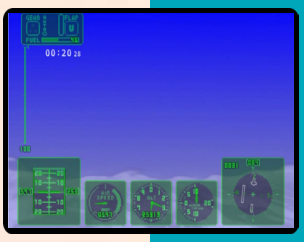
7.5

Developer	Beluga Computer
Publisher	Victor Interactive Software, Marvelous
Release date	(jp) March 8, 2001
Genre	Simulation
Mode	1 Player

Pilot ni Narou! 2 is a Simulation game, developed by Beluga Computer and published by Victor Interactive Software, which was released in Japan in 2001.

Players is a student on an airplane school where they receives various training. The goal is to finally graduate (it gradually divides into a civilian aircraft and a mercenary course after graduating).





J

Piyo-Tan: Oyashiki Sennyuu Daisakusen!

J

Developer	Prototype
Publisher	Prototype
Release date	(jp) August 28, 2008
Genre	Adventure
Mode	1 Player

Ninomiya Tooru is an apprentice detective who receives his first big assignment. Going undercover as a housekeeper for Kazama Yukihiro, president of the entertainment company Kazama Enterprise. There are five men living there, all with secrets of their own. Tooru must search for clues and talk to the inhabitants of the house in order to solve their mysteries.

Poi! Hito Natsu no Keiken!?

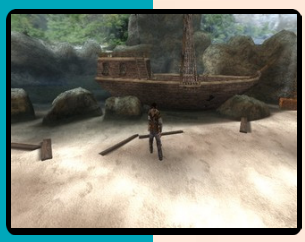
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) July 17, 2008
Genre	Visual novel
Mode	1 Player

The protagonist of the game is a ninth-grader who plays basketball and spends the summer interacting with friends and perhaps gets a chance to confess her love to someone. The game system focuses on natural conversations with the cast in the game which lead to choices that affect the course of the storyline.

The limited edition includes a bonus CD and an art booklet.

J

4.2



N P

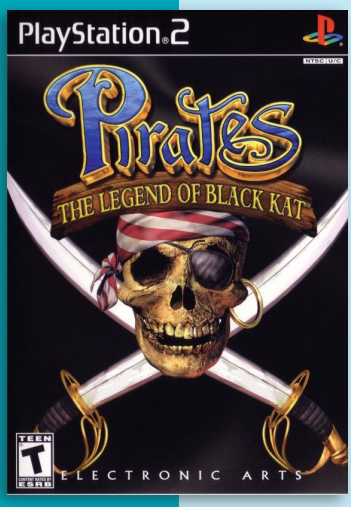
Pirates: Legend of the Black Buccaneer

Developer	WideScreen Games
Publisher	Valcon Games, SCEA, (au) Atari, (eu) 10tacle
Release date	(us) August 15, 2006
Genre	Action-adventure
Mode	1 Player

This action-adventure game plays out in a Caribbean of legend, where lost treasures and voodoo curses steer the destinies of rebellious heroes and greedy villains. Gameplay features real-time sword-fighting, 3D platforming, Tomb Raider-style environmental puzzles, and exploration of 18 freely roamed West Indian locations.

Players take the role of Francis Blade, who stumbles upon the magic amulet of the "Black Buccaneer" while marooned on a desert island. The amulet is bound to the ghostly essence of a rouge for whom it is named, and coveys to its bearer both his magic powers and his ruinous curse. Francis embarks on a journey to save his new ghostly companion, as well as himself, from eternal damnation.

Pirates: The Legend of Black Kat



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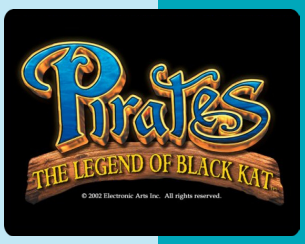


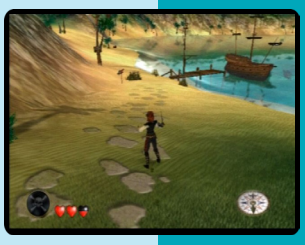
Developer	Westwood Studios
Publisher	Electronic Arts
Release date	(us) February 17, 2002
Genre	Action-adventure
Mode	1-2 Players

Pirates: The Legend of Black Kat (whose working title was Pirates of Skull Cove) is a action-adventure game released for the PS2 and Xbox.

Players will explore five lands for treasures. Combat takes place both on land and on the high seas. The player's character is quick with a sword and can increase her swashbuckling skills with experience.

Similarly, wealth gained from adventure and victory allows the pirate to upgrade to larger ships with more weaponry. A dozen unique fighting vessels will become available, along with special accoutrements that afford the ships extra powers.

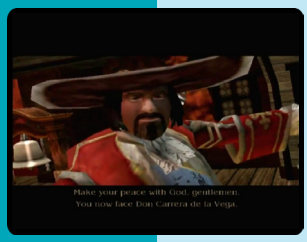
Though the gameplay of this 3D adventure is oriented towards fast action, several elements of role-playing are also incorporated, to move the story along and involve the player more deeply.



N P

Pirates of the Caribbean: The Legend of Jack Sparrow

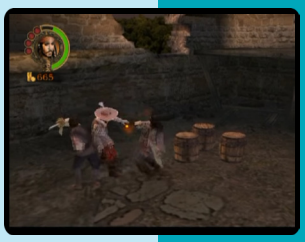
5.1



Developer	7 Studios
Publisher	Bethesda Softworks, (eu) Ubisoft
Release date	(us) June 28, 2006
Genre	Action-adventure
Mode	1-2 Players

The game features playable levels based on the experiences of Captain Jack Sparrow, voiced by Johnny Depp who portrays him in the movies, after the events of Pirates of the Caribbean: The Curse of the Black Pearl. The game begins two days after the events of the first film with Jack Sparrow and Will Turner trying to steal an object from a Portuguese fortress in Panama.

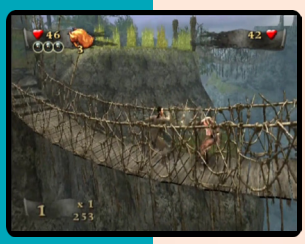
The player takes the role of Jack Sparrow, Will Turner, and Elizabeth Swann in a generic action-adventure video game. Each character learns new skills or unlocks new weapons which will help him to defeat each boss. Each level has a number of puzzles to solve. The game allows for a second character.



N P

Pirates of the Caribbean: At World's End

5.4



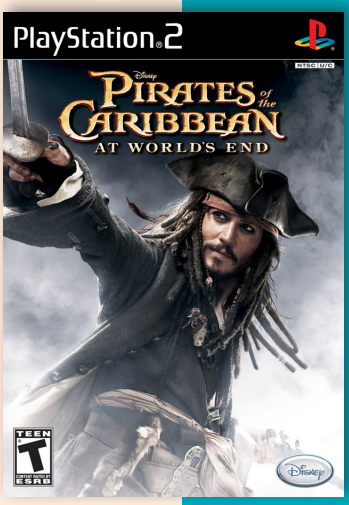
J N P

Developer	Eurocom Entertainment Software
Publisher	Disney Interactive Studios, (au) Eurocom
Release date	(us) May 22, 2007
Genre	Action-adventure
Mode	1-2 Players

Based on the second and third movies of the "Pirates of the Caribbean" series, players step into the roles of Captain Jack Sparrow, Will Turner and Elizabeth Swann, as they continue their adventures on the high seas. The game is set up as a 3D action-adventure in a free-roaming world that allows players to explores the islands and seas of the Caribbean.

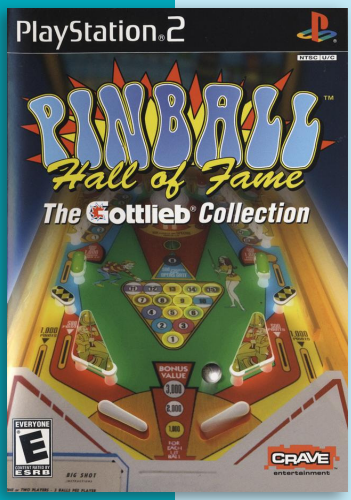
Players will have to face off again Davy Jones, his Flying Dutchman crew and the villainous kraken in addition to the pirate Sao Feng, cannibals, other pirates, and the East India Trading Company.

Players must battle their way through the events of "Dead Man's Chest" and "At World's End" using a variety of sword and item attacks, in addition to a system called "Black Pearls", which only allows players to block for so long until the Black Pearls are drained and no longer able to block.



6.3

Pinball Hall of Fame - The Williams Collection



alt. cover (eu)

NP

Developer	Farsight Studios
Publisher	Play It!, (us) Crave
Release date	(us) November 16, 2004
Genre	Pinball
Mode	1-4 Players

Pinball Hall of Fame: The Williams Collection is a pinball video game developed by FarSight Studios and published by Crave Entertainment for Wii, PS2, PS3, PSP, Xbox 360, and Nintendo 3DS. Players play on a variety of classic virtual pinball machines from Williams Electronics' history. The Williams Collection follows the previous title, Pinball Hall of Fame: The Gottlieb Collection.

The game was released by System 3 in PAL territories on June 17, 2011 as Williams Pinball Classics. This title should not to be confused with Williams Pinball Classics (2001) by Encore, Inc. that features four machines (Creature from the Black Lagoon, Tales of the Arabian Nights, Black Rose and Lost World) for Windows.

All machines are available at the start of play, but some require players to use credits. The player begins the game with 20 credits and earn more by obtaining specials and accomplishing various goals on each machine. For 100 credits, players can buy any of the locked machines for free-play mode. Completing the five goals for any machines also allows players to unlock a locked machine.

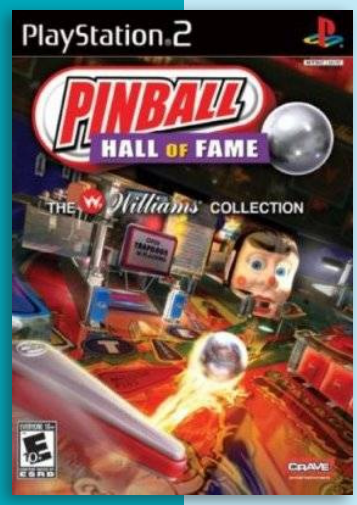
Other unlockable options include the ability to use custom-textured pinballs, play a left-to-right inverted (Mirror Mode) version of the game, and disable tilt detection. Flipper control remains intuitive in Mirror Mode, with the left trigger controlling the left on-screen flipper. Side-specific features of some games, such as Lane Change, move to the opposite side of the machine.

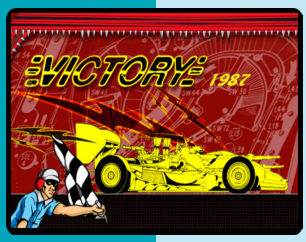
The following pinball machines are included in the PS2 version: Black Knight (1980), FunHouse (1990), Gorgar (1979), PIN•BOT (1986), Space Shuttle (1984), Taxi (1988), Whirlwind (1990) and Firepower (1980).

Gamasutra named The Williams Collection the third most overlooked game of 2008.

Pinball Hall of Fame - The Gottlieb Collection

7.2





Developer	Farsight Studios
Publisher	Crave
Release date	(us) February 26, 2008
Genre	Pinball
Mode	1-4 Players

Pinball Hall of Fame: The Gottlieb Collection is a pinball game. The tables in the game are recreations of real tables. The game was later released as Gottlieb Pinball Classics, published by System 3, in Europe and Australia.

The following pinball machines are included in all versions of the game: Ace High (1957), Big Shot (1974), Central Park (1966), Genie (1979), Black Hole (1981),Victory (1987) and Tee'd Off (1993).

The following extras are also included in the game: Play-Boy (1932), Xolten (A fortune teller machine which predicts the player's future) and Love Meter (A love tester machine which evaluates the player's dating eligibility).

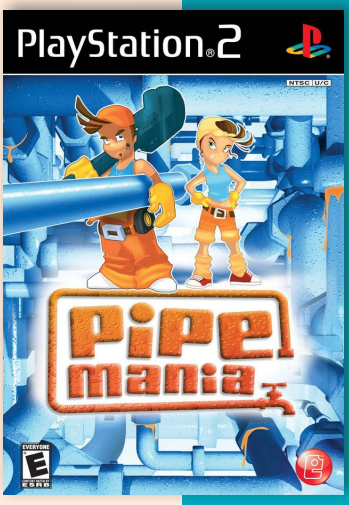
Pipe Mania

6.8

Developer	Razorworks
Publisher	Empire Interactive
Release date	(us) September 26, 2008
Genre	Puzzle
Mode	1-2 Players

Pipe Mania for Windows, PS2, Nintendo DS, and PSP is a remake of a puzzle game originally developed in 1989 by The Assembly Line for the Amiga.

In this game, the player must connect randomly appearing pieces of pipe on a grid to a given length within a limited time. Using a variety of pipe pieces presented randomly in a queue, the player must construct a path from the start piece for the onrushing sewer slime, or "flooz", which begins flowing after a time delay from the start of the round. Pieces may not be rotated; they must be placed as presented in the queue. The player can replace a previously laid piece by clicking on it, as long as the flooz has not yet reached it; however, doing so causes a short time delay before the next piece can be laid. The flooz is required to pass through a given number of pipe pieces in order for the player to continue to the next round.



7.4

Planetarian: Chiisana Hoshi no Yume

Developer	Key
Publisher	Prototype
Release date	(jp) August 24, 2006
Genre	Visual novel
Mode	1 Player

Planetarian: The Reverie of a Little Planet (planetarian ～ちいさなほしのゆめ～ Planetarian: Chiisana Hoshi no Yume) is a Japanese post-apocalyptic visual novel developed by Key, a brand of VisualArt's whose previous works include Kanon and Air. It was released over the Internet on November 29, 2004 for Windows PCs, and is rated for all ages. The game was later ported to the PS2 and PSP, as well as mobile devices.

The story centers on a man who comes across a malfunctioning robot in a dead city. The man, known simply as "the junker", stays with this robot for a time and attempts to fix the projector of the planetarium where the story takes place.

The game is set in a post-apocalyptic world. It is said that due to the depletion of natural resources, overpopulation, and the failure of the Space Exploration Project, humanity has virtually eradicated itself through biological and nuclear warfare, turning a once prosperous civilization into complete ruin, cast in darkness and poisoned by constant rain from nuclear fallout. One military invasion in the past was at Mare Nectaris. The bloodshed continues 30 years after the war in a dystopic world via automated war machines, which kill anyone trespassing into their territory. Of the remaining humans, there are those known as "junkers" who go around scavenging for anything in order to survive; the protagonist in the story is one.

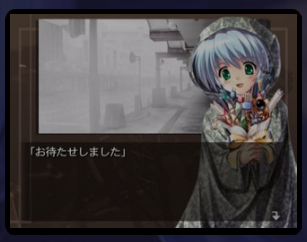
The main location where most of the story takes place is the fictional Flowercrest Department Store in a derelict city. It is based on the real Matsubishi Department Store of Hamamatsu, Shizuoka in Japan, although the planetarium on the rooftop is fictitious. The onset of the story takes place within the planetarium which is where the protagonist first meets Yumemi. The most prominent feature in the room when a show is not taking place is the large black planetarium projector called "Miss Jena", which is placed on a stage in front of the seats. The planetarium has electricity when the protagonist arrives, but only for a short time. Once a year, for 168 hours, electricity in the planetarium is operational, but the projector is broken. The rest of the floors in the department store are in ruins; mold and rats run rampant.

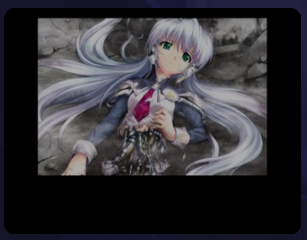
Planetarian is a post-apocalyptic visual novel in which the player assumes the role of the junker. Unlike traditional visual novels, no choices are given to the player in Planetarian to advance the story, and there is only one possible ending; this is what Key referred to as a kinetic novel. The player can choose when to advance to the next dialogue screen or put the game on auto play. In this respect, the player does not play the game as if it were a video game, but plays it rather more like one would play a music track on a CD or play a DVD film. During gameplay, the player can choose to hide the text from view and go back to any previous lines. The game can be saved at any point in any of the five save slots available, and a load option is available where the player

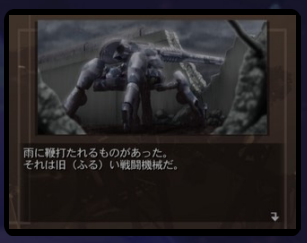
can load any of the automatically saved chapter markers, or choose to load any of the manually saved games.

By length of story, Planetarian is the shortest of Key's games. Excluding the opening and ending sequences, there are 16 parts to the story; the first half is set within the planetarium while the latter half is set outside in the ruined city where the planetarium resides. The novel takes four hours and forty minutes to complete on auto play. After the game has been completed at least once, two new options appear on the title screen. The first is a feature that allows the player to view twenty images of CG artwork observed in the game. The second option allows the player to listen to eight of the nine music tracks featured in the game.

Planetarian is Key's fourth visual novel, and had a small staff of three main people that did the majority of the work for the game's first release. Unlike previous Key titles, Planetarian's art director position was given to Eeji Komatsu instead of Itaru Hinoue who had held the position for the three previous games. Komatsu was chosen not only because of his specialty in depicting mechanics and robots, but also because he could represent short scenes which touch on a robot's existence to reproduce a person's ideals. Furthermore, Key was not short on staff at the time, and was not forced to outsource the artwork of Planetarian. Jun Maeda, Key's main scenario writer and project planner, was left out of the project, and Yūichi Suzumoto was given the position of planning and scenario. The music, excluding a single piece composed by Shinji Orito, was arranged or composed entirely by Magome Togoshi, one of Key's signature composers. Planetarian was the first game under the brand name KineticNovel to be described by the term "kinetic novel".







In the original version, Yumemi is only voiced during the beginning and ending scenes, while other characters are not voiced. When Planetarian was released for Windows PCs on CD-ROM, Yumemi had full voice acting. The PS2 port offers full voice acting for the entire cast. Other changes to the PS2 version include a higher resolution for the computer graphics and an extended soundtrack. All other later versions contained full voice acting.

In a review by Marcus Estrada of Hardcore Gamer, he praised Planetarian for having a *"beautiful story,"* gorgeous CGs and a soundtrack that "sets a melancholic, but hopeful mood fitting with the story." *He also noted that "even as an aging property Planetarian still looks and sounds good."* Planetarian is one of several kinetic novels featured in the Lycèe Trading Card Game; Yumemi and the planetarium are playable cards in the second VisualArt's card set. In the February 2007 issue of SoftBank Creative's Gemaga magazine, the PS2 version ranked first for console games in terms of satisfaction; the game had ranked fourth in the previous issue. In the Japanese video game magazine Famitsu released on September 8, 2006, it was reported that the PS2 version of Planetarian sold 8,170 units the week of August 21 to August 27, 2006 (the PS2 version was originally sold on August 24, 2006). When the PSP version was re-released as a fundraising event for the 2011 Tōhoku earthquake and tsunami, 16,663 units were pre-ordered by the day of its release on May 12, 2011. From these sales, Prototype and VisualArt's donated 22,415,069 yen.

7.1

Pure Pure: Mimitoshibbo no Monogatari

Developer	Kleins
Publisher	Datam Polystar
Release date	(jp) January 27, 2005
Genre	Visual novel
Mode	1 Player

Pure Pure Mimi to Shippo no Monogatari ("Pure Pure The Story of Ears and Tails") is a visual novel by Klein released in Japan for the Windows in, 2004, and later ported to PS2 in 2005. The all ages version for PS2 was developed and released by Datam Polystar. Aside from the removal of sexual content, Takuya Midou is voiced, and new graphics were added along with a new ending song.

The new scenes in the PS2 version are voiced by new voice actors, while the scenes that were carried over from the Windows version are voiced by the original actors.

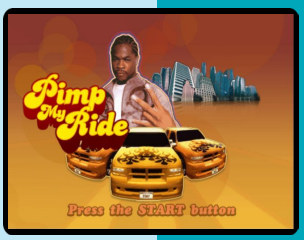
The story of Pure Pure revolves around a young groomer (called a Trimmer in the game) named Jun and his friends that are also involved in his work. The game begins with him training to pass the final examination for his vocational school and follows his day-to-day life with Hinata and Sachi, two girls with dog ears and tails, and Midou, his best friend. His only concern was passing that test until a tragedy shakes up his life.

J

Pimp My Ride

Developer	Eutechnyx
Publisher	Activision
Release date	(us) November 21, 2006
Genre	Racing
Mode	1 Player

3.6



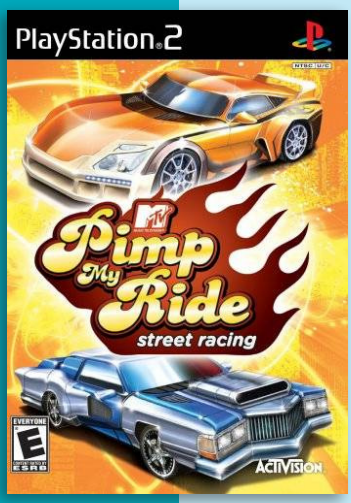
Pimp My Ride is a simulation/racing game published by Activision. This game is based on a MTV show. It was released in 2006 for the Wii, Xbox 360, PSP and PlayStation 2. In the game, players are challenged to pimp out their friends' cars by Xzibit, transforming something old and rusty into something worthy of displaying on the streets. Cars can be redesigned from bumper to bumper and it will be players' responsibilities to capture the styles, likes and interests of their clients.

The game received "unfavorable" reviews on all platforms according to Metacritic.

N P

Pimp My Ride: Street Racing

2.4



Developer Virtuos
Publisher Activision
Release date (us) March 16, 2009
Genre Racing
Mode 1 Player

Pimp my Ride: Street Racing was the second of two Pimp my Ride titles released on the PS2 console, as well as seeing release on the Nintendo DS. The game removed a large amount of emphasis from the actual 'pimping' of one's ride, and placed it more upon the actual racing of said ride. Gameplay for the title appears rather linear, with closed circuit tracks appearing upon the streets of the in-game city, much like the format taken by Need for Speed: Underground and Need for Speed: Underground 2. Car models appear to be based upon real-world vehicles though are almost definitely not licensed. The game appears to have a damage engine, depicting the car doors opening and other signs of external damage.

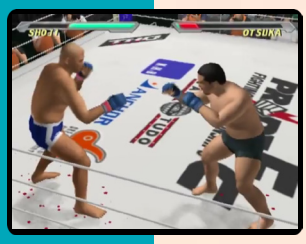
Unsurprisingly, reception for Pimp my Ride: Street Racing was mixed. Both PSX Extreme and Cheat Code Central rated the game averagely, with 4/10 and 3.5/5 respectively.

"giantbomb.com"

N P

7.3

Pride FC: Fighting Championships

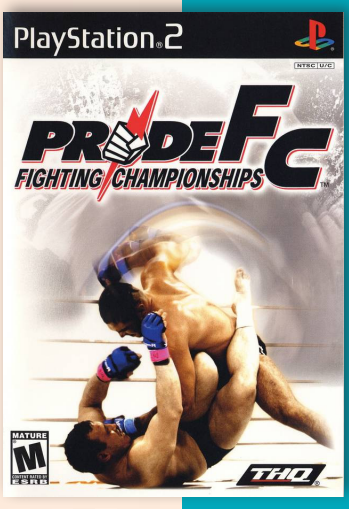


J N P

Developer Anchor
Publisher THQ, (jp) Capcom
Release date (us) February 11, 2003
Genre Fighting
Mode 1-2 Players

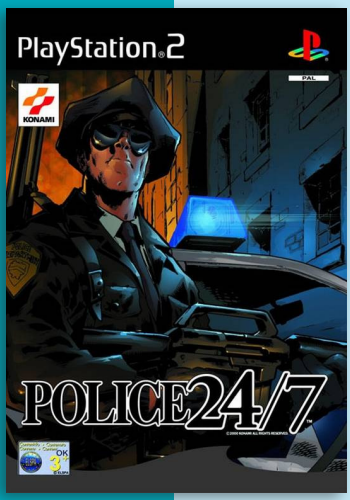
All fighting styles are accepted in PRIDE fight. Players fight in all positions; standing, in a clinch, and on the ground. 25 fighters from around the world are available to use. A 16- man single- elimination tournament is available. Players can play alone, or with up to 16 other players, or just watch 16 computer players fight the tournament. They can customize their own character and fight in One Match mode to get ready for the Grad Prix. Players can also get their name in one of the Top Ten Fighting Legends by defeating all 25 PRIDE fighters in Survival Mode.

"mobygames.com"



Police 24/7

6.0



J P

Developer	Konami
Publisher	Konami
Release date	(jp) November 15, 2001
Genre	Light-gun
Mode	1 Player

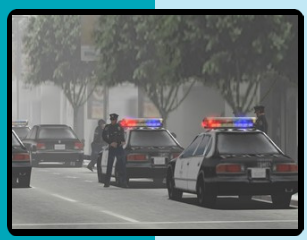
Police 24/7 is a port of the light gun shooter arcade game, Police 911. Although the game was a separate canon from the Lethal Enforcers series, Konami acknowledged Lethal Enforcers 3 as the successor to the Police 911 series, thus making it a canon in the Lethal Enforcers series.

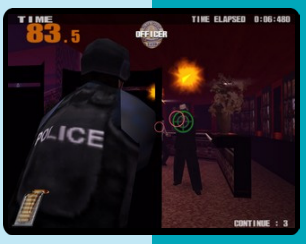
The game casts the player as either a “one man SWAT team” working for the Tokyo police, or an American police officer of the LAPD, working to take down members of the Gokudo-kai (極道会), an internationally based yakuza group.

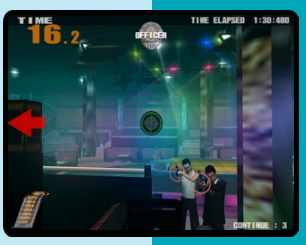
In the Japanese version, The Keisatsukan: Shinjuku Ni Juu Yon Ji, the player begins on the streets of Kabuki-cho of Shinjuku, taking part in a raid on a nightclub owned by the Gokudo-kai; the officer, led by shielded riot squad members and surrounded by civilians (both whom the player must not shoot), can take different routes through the club as their shooting skill dictates. Once the players exit the club, they will be alerted that the suspects have scattered all over Japan to escape arrest, and arrest warrants have been issued for the 6 most wanted criminals in Shinjuku.

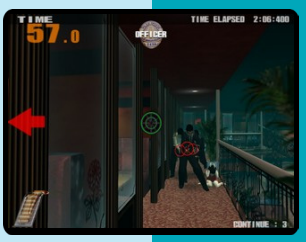
In the European version, Police 24/7, the gameplay missions are reversed: the raid on the nightclub takes place in Los Angeles’ Little Tokyo, followed by a “boss” fight with Richard Hansen at the crowded intersection with textures and buildings being digital replicas of the actual buildings around Los Angeles’ 1st St. and San Pedro St. The Highway Chase and the underground garage are next, followed by the encounter with Bai Ei Lee; this time, he is the only one in the truck. A new warehouse level follows this; the player must stop Noriko Nagata from completing the smuggling of weapons to Japan, while in the original version, Richard Hansen had already completed the operation.

On release, Famitsu magazine scored the game a 30 out of 40.



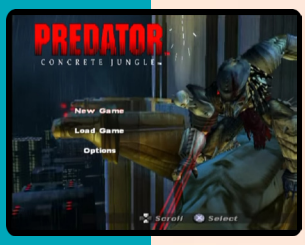


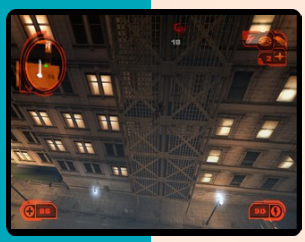


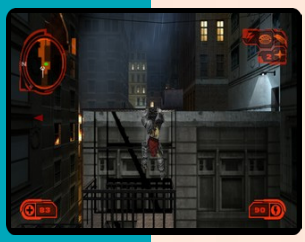


Predator: Concrete Jungle

4.7







Developer	Eurocom Entertainment Software
Publisher	Vivendi Universal Games
Release date	(eu) April 15, 2005
Genre	Action-adventure
Mode	1 Player

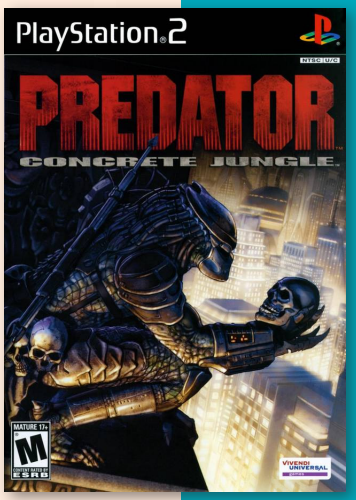
Predator: Concrete Jungle is an action game developed by Eurocom for the PS2 and Xbox. In the game the player controls a disgraced Predator who must regain his honor by killing the humans who have stolen his technology. The game is named after the first volume of the Dark Horse Comics Predator comics series, but does not share the same plot.

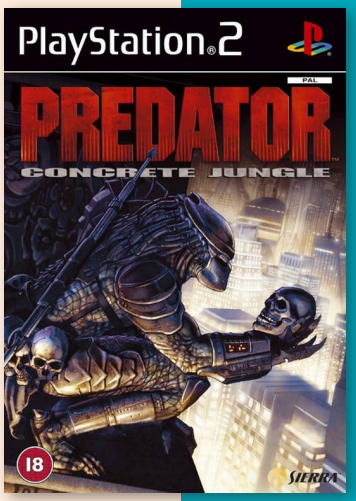
A variety of weapons are used in the game, falling into the categories of melee and ranged weapons. A number of the weapons reflect those used in the Predator and Alien vs. Predator films, though others are new. The player can also use mines and bombs. Weapon upgrades are found in some of the stages. The player can also use items, such as medical kits which restore health. In first-person mode the player can use vocal mimicry to distract or lure an enemy, while in third-person mode the player can emit a loud roar. During gameplay, the Predator generally emits lion, tiger, leopard, and jaguar growls.

The game also has a number of bonus missions in which the player can earn rewards including costumes, weapons, and increased health and energy.

The game makes several links between the films of the Alien, Predator, and Alien vs. Predator franchises. The film Predator 2 also featured a powerful Jamaican gang with a leader named King Willie. Hunter mentions to Lucretia that he knew Charles Bishop Weyland "before he disappeared"; Weyland appeared in the film Alien vs. Predator (2004) leading an expedition to the Antarctic, where he was killed by a Predator. The Yutani Corporation is also mentioned, referencing the Weyland-Yutani Corporation of the Alien films. MOTHER, the name of the computer controlling New Way City in 2030, is also the name of the Nostromo's computer intelligence in Alien (1979). Several other references to the film franchises are made throughout the game, including the appearance of Aliens.

The game received "generally unfavorable reviews" on both platforms according to Metacritic.





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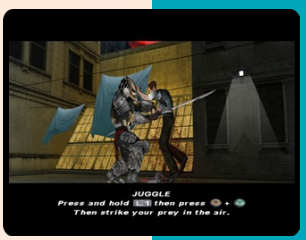


Plarail: Yume ga Ippai!

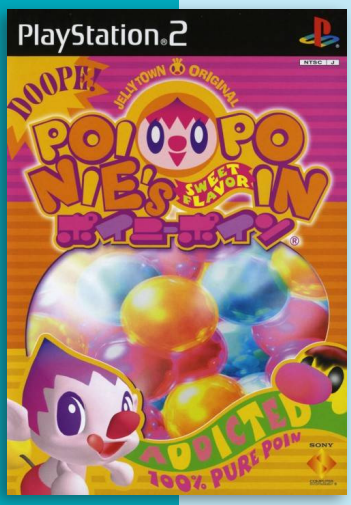
7.7

Developer	Tomy Corporation
Publisher	Tomy Corporation
Release date	(jp) January 31, 2002
Genre	Simulation, Strategy
Mode	1 Player

Plarail: Yume ga Ippai! is a simpler version of the A-Train series more suited for children. Players can create their own town with different stations, buildings and gas stations, and ride the train through it. when the train stops at the station, passengers will get on and off and loads are loaded and unloaded. The game also have several features such as refuelling at gas stations.

Poinie's Poin

7.9



Developer	SCEI
Publisher	SCEI
Release date	(jp) September 26, 2002
Genre	Action-platformer
Mode	1 Player

Poinie's Poin is a 3D action-platformer. In the game, Poinie lives an idyllic life in Jelly Town, surrounded by strange mood-altering bubbles called "poin". After falling into the sewer and joining forces with a mysterious living poin, it's up to Poinie to defend his town from the evil Hellneows and restore the citizens in and around Jelly Town to their rightful senses.

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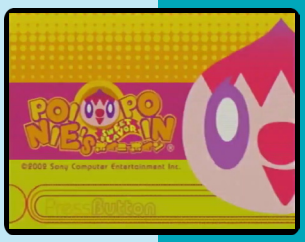


Portal Runner

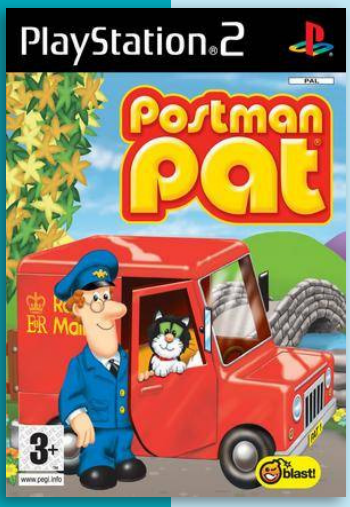
5.3

Developer	3DO
Publisher	3DO
Release date	(us) September 10, 2001
Genre	Action-platformer
Mode	1-2 Players

Portal Runner is a spin-off in the Army Men series. There are five worlds to travel to in the game. Environmental puzzles, platform jumping and battles against enemies constitute the bulk of the gameplay. Vicki, the player character, can shoot arrows at the enemies, and strafe to avoid their fire. Leo, the lion, can be controlled either indirectly, by issuing orders to him, or in exclusive stages where he fights using his claws.

Postman Pat

6.7



Developer	The Code Monkeys
Publisher	Blast! Entertainment Ltd
Release date	(au) January 24, 2008
Genre	Action
Mode	1 Player

Postman Pat, released for PS2 and Nintendo DS, is the sixth title based on the children series and feature 10 different mini-games. In the game Pat and Jess making their way to the Greendale Bike Race; in addition to Pat himself it also features three other playable characters (Ted Glen the handyman and PC Selby from the original series, and veterinarian Amy Wigglesworth from the revived series) with their own unique challenges.

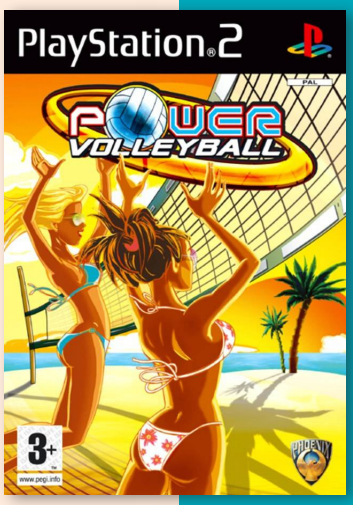
P

Power Volleyball

3.6

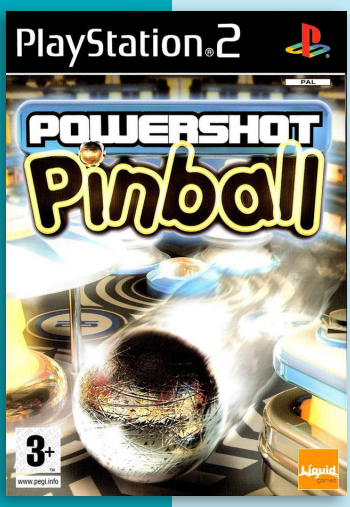
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) January 26, 2007
Genre	Sports
Mode	1-2 (4) Players

Power Volleyball is a simple, budget sports game, developed and published by Phoenix Games, which was released in Europe in 2007. Unusual for most games from Phoenix Games, this title feature a two-player mode. Players take control of different girls and compete for the title of "Volleball Queens".



P

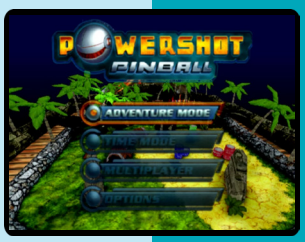
Powershot Pinball

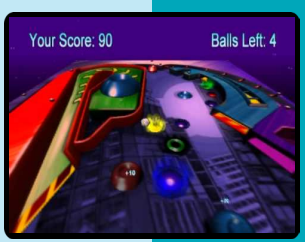


Developer	Liquid Games
Publisher	OG International Ltd.
Release date	(jp) July 7, 2006
Genre	Pinball
Mode	1-2 Players

Powershot Pinball feature a mix of traditional tables and inspired fantasy settings. It also feature a double player option, where players battle it out in duel mode or choose to play co operatively. Different modes include: Time Mode, Adventure Mode and Multiplayer.

The game was later ported to the PS3 as a downloadable title.





P

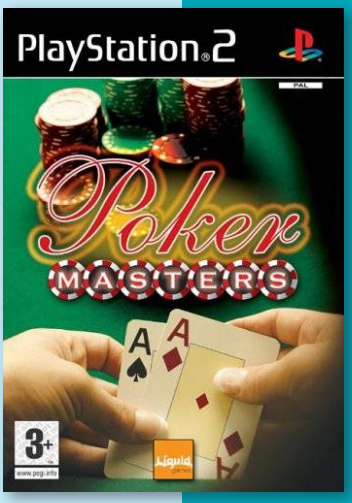
Poker Masters

3.2

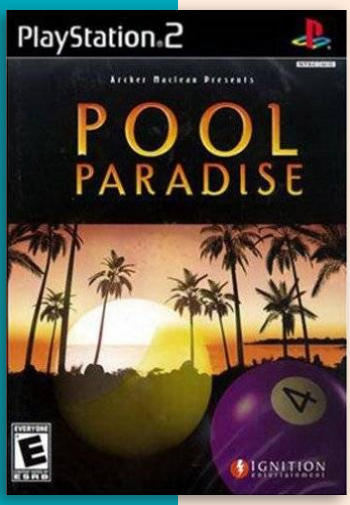
P

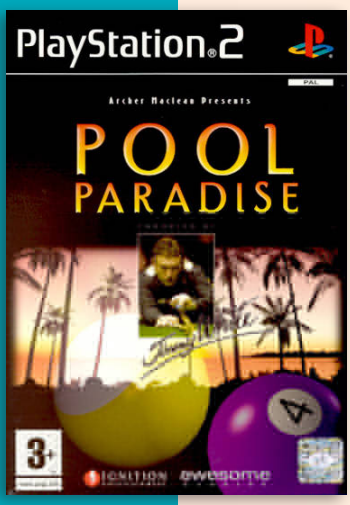
Developer	Mere Mortals
Publisher	Liquid Games
Release date	(eu) May 4, 2005
Genre	Gambling
Mode	1 Player

In this budget release players can earn the different rules of the card, develop strategies and learn to read opponents. It feature five different Poker games, such as Texas Hold 'Em, 5-Card Draw, Caribbean Stud, 7-Card Stud, and Omaha. Additional features include Career Mode and Quick Game, five dissimilar environments, numerous difficulty levels, and twelve opponents. It was released exclusively for the PS2 in Europe.



Pool Paradise





Developer	Awesome Developments
Publisher	Ignition Entertainment
Release date	(eu) April 2, 2004
Genre	Sports
Mode	1-2 Players

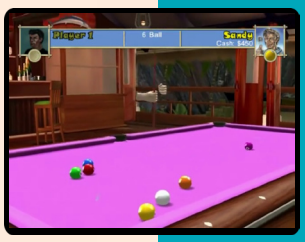
Pool Paradise is a 2004 pocket billiards game released for the GameCube, Windows, and PS2. It was also slated for release in Xbox format, but was cancelled. The game is the fourth game to be endorsed by professional snooker and pool player, Jimmy White.

The player controls a virtual pool player at a beach resort, with pool tables inside different huts. The player has to work his way up the tournament ladder in order to unlock features and complete the game.

The game's features include 30 unique characters, with detailed hands, on an animated island with day and night cycles, and 8 camera modes; 11 different game types and 5 modes of play, with 10 different tournament ladders, and 10 table sizes and shapes; and analog cueing, using the gamepad. "Hidden features" throughout the game is also included. As well as various pool and snooker games, beach darts, a coconut shy, skee-ball ramp, and the original Dropzone arcade game are all unlockable. Unlike previous games endorsed by Jimmy White; in Pool Paradise, white is a playable character; and is the best player in game.

The game received reasonably positive reviews.

7.7



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Pool Paradise: International Edition

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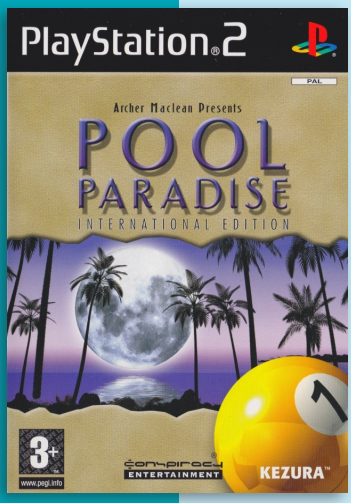
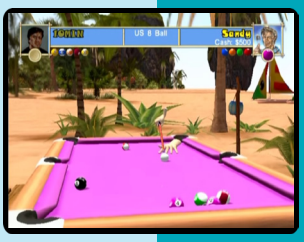
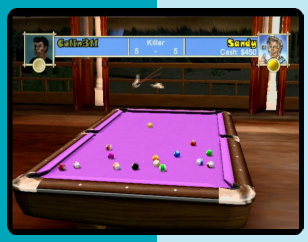
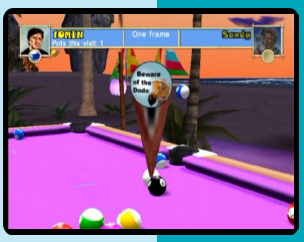








Developer	Conspiracy Entertainment
Publisher	Conspiracy Entertainment
Release date	(eu) July 7, 2006
Genre	Sports
Mode	1-2 Players

The International Edition is a re-release of Pool Paradise, and was released in 2006 only in Europe for the PS2. The re-release features two new levels; the mystical 'Inca Temple' and 'Moon Base' where the table is surrounded by a force-field to keep the balls from flying off into space. Players take on 30 different personalities at the table in the championship and tournament modes. Money can be won and lost in betting on the players performance and be spent unlocking better equipment to aid them in the quest to become the pool champion.

The game feature 11 different rules types including 6,8,9,10 ball, 14:1 Rotation, Killer and more. 5 play modes: Championship, Tournament, Trickshot, Practice and additional sub-games and 10 different tournament ladders.

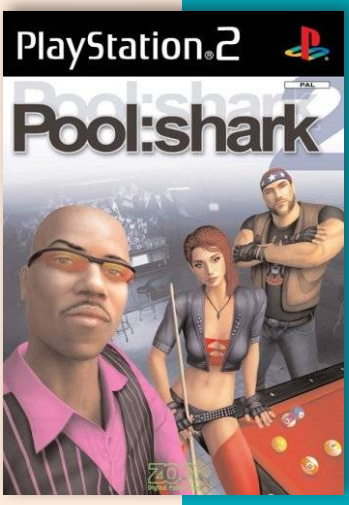
Pool Shark 2

4.7

Developer	Blade Interactive
Publisher	Zoo Digital Publishing
Release date	(eu) November 12, 2004
Genre	Sports
Mode	1-2 Players

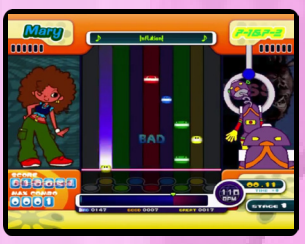
Pool:shark 2 is a simulation of the pool sport. Its most unique aspect is its setting: instead of high class tournaments, the player find himself in smoky pubs with opponents like truck-drivers and lightly clad biker women. The handling, however, is similar to other pool games. The player has a lot of opportunities to tweak the position of the cue. A analog stick or mouse movement simulates the shot.

The game features ten pool variants, including popular ones like Eight-Ball and trick shots or exotic ones like snowboat pool. When playing the career mode (called "Hustler"), the player can bet money. The winnings are reinvested in clothes or pieces of equipment which look different but have no bearings on gameplay. Every successful match unlocks the next of overall 20 opponents.



Pop’n Music 7

6.6



J

Developer	Konami
Publisher	Konami
Release date	(jp) November 21, 2002
Genre	Music
Mode	1-4 Players

pop’n music 7 is one of the many titles in Konami’s long-running rhythm game franchise, and the first to appear on the PS2. Notes scroll toward the bottom of the screen along nine tracks, and the player must tap the correct buttons in time with the music to play along. Play well, and the “groove meter” increases, but play poorly and it will drop. If the groove meter is high enough at the end of the song, the player can move on to the next song.

Owing to the more powerful hardware, the sound and visual quality has been increased to the same level as the arcade version. This release also includes a new “Study Mode” that teaches new players how to play, and also includes the Battle mode for the first time in a home release. The tracklist is similar to but not the same as the arcade version, and includes more than 90 tracks total including unlockables.

“mobygames.com”

Konami the Best

Pop’n Music 8

Developer	Konami
Publisher	Konami
Release date	(jp) July 3, 2003
Genre	Music
Mode	1-2 Players

8.0

J

pop’n music 8 includes over 100 tracks, primarily from the arcade version of the same title. The arcade, free, challenge, battle, and study modes from previous releases have returned. There is also a board game where unlockable songs and other items can be obtained by completing randomized challenges in arcade mode.

This was the first Pop’n Music game to have a theme - in this case, the theme is springtime.

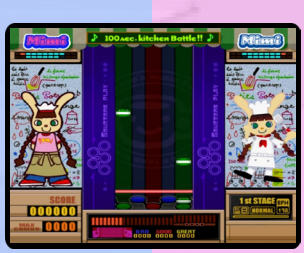
Pop'n Music 9

7.4

Developer	KCE Studios
Publisher	Konami
Release date	(jp) February 19, 2004
Genre	Music
Mode	1-2 Players

pop'n music 9 includes over 110 tracks, primarily from the arcade version of the same title. The arcade, free, challenge, battle, and study modes from previous releases have returned. Unlockable songs and items are obtained through a dungeon-crawling minigame at the end of every arcade play.

The theme of the game is Cafe.



J

Pop'n Music 10

7.7

J

Developer	Konami
Publisher	Konami
Release date	(jp) November 18, 2004
Genre	Music
Mode	1-2 Players

Pop'n music 10 includes over 80 tracks, primarily from the arcade version of the same title. The arcade, free, challenge, battle, and study modes from previous releases have returned.

This was the first pop'n music music game with a female announcer and the first with Super Random, Stage-Pop, Chara-Pop, and High Speed 6.

Pop'n Music 11

8.1

Developer	Konami
Publisher	Konami
Release date	(jp) July 21, 2005
Genre	Music
Mode	1-2 Players

This is the the eleventh release of the Japanese music/rhythm game. This was the first appearance of Character Request, which allows players to see a character's various animations. It was also the first and only console pop'n with URA songs, which are old pop'n music songs with new notecharts. The songs themselves sound the same and have the same BPM, with the exception of 男々道, whose BPM is changed around.

J

Pop'n Music 12 Iroha

7.7

J

Developer	Konami
Publisher	Konami
Release date	(jp) March 2, 2006
Genre	Music
Mode	1-2 Players

Pop'n Music 12 - Iroha is Chinese themed. This was the first Pop'n Music game to feature preview clips for songs. The game features an arcade mode that mirrors the arcade game, along with versus, challenge and two player battle modes. Mini games and a gallery mode are also included. Over fifty songs is included.

Pop'n Music 13 Carnival

Developer	Konami
Publisher	Konami
Release date	(jp) September 28, 2006
Genre	Music
Mode	1-2 Players

This was the first console game in which the arcade staff write console songs. It was the first console game to allow Cool timing in Free Mode. And also the first console game with Super Extra Stage. It was the first pop'n music console game since his debut where Tatsuya Mizuno did not compose or arrange a new song. The game feature a total of 114 songs.

8.1

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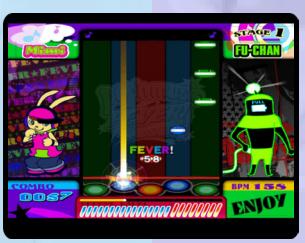
Pop'n Music 14 Fever!

8.1



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Developer	Konami
Publisher	Konami
Release date	(jp) July 12, 2007
Genre	Music
Mode	1-2 Players

Pop'n Music 14 FEVER! is the final Pop'n console release to be on the PS2 and was the only game to have a jukebox option. It's slogan was «Even a cute♡GIRL! Even a shy☆BOY! TONIGHT, tonight is DA DA DA DANCING!!" The console version contains all ee'MALL 1st avenue songs with the exception of Jack and Mark Get Busy!, which is due to licensing issues.

"popnmusic.fandom.com"

Pop'n Music Best Hits!

6.3

Developer	Konami
Publisher	Konami
Release date	(jp) February 27, 2003
Genre	Music
Mode	1-2 Players

Best Hits! includes more than 50 fan-favorite tracks from the first six entries in the series, including several tracks that were cut from the home release of pop'n music 6.

It was the second PS2 release, consisting of songs from the first 6 Arcade and console Pop'n Music games, as well as 5 new songs.

J

4.8

Pop'n Taisen Puzzle-Dama Online

Developer	Konami
Publisher	Konami
Release date	(jp) March 4, 2004
Genre	Puzzle
Mode	1-2 Players

Pop'n Taisen Puzzle Dama Online is a remake of Konami's long-running Taisen Puzzle-dama series of puzzle games, which in themselves are similiar to Compile's Puyo Puyo series, where players clear four blobs of the same color to eliminate them off the field. The key difference in Taisen Puzzle-dama is that players only need to have three of something of the same color to clear them off the board. Traditionally in Taisen Puzzle-dama they're smiling circles, but in this case they're replaced by Pop-kuns.

This is the only PS2 Pop'n Music game that doesn't feature traditional button-hitting gameplay. It was also the only one until pop'n music (Wii) that required players to go online to access download content.

"popnmusic.fandom.com"

J

PopCap Hits! Vol 1

6.3

Developer	PopCap
Publisher	PopCap
Release date	(us) November 15, 2007
Genre	Compilation
Mode	1 Player

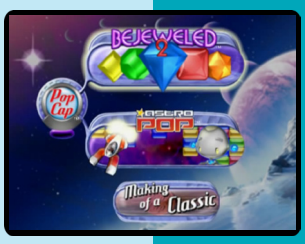
The first PopCap compilation of games for the PlayStation 2. It bundles two games that were previously not available for the platform: Astro-Pop and Bejeweled 2.

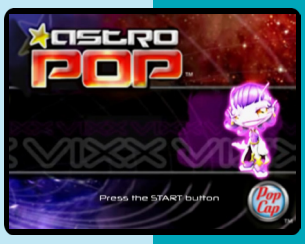
AstroPop

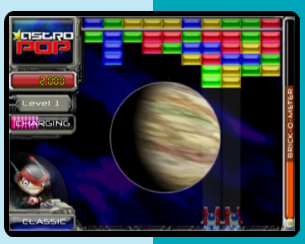
AstroPop is an arcade puzzle game with similar gameplay to Magical Drop. The objective is to guide a space ship that stacks and shoots bricks. As the amount of bricks on top of the screen increases, players need to pop a target number of bricks with matching colours before the rows reach the bottom of the screen. By linking four bricks or more, players create chain reactions. Also, there are special power-ups such as radial bombs, freeze bombs, column nukes and difficult obstacles such as toxic, steel and stone bricks.
Each of the four playable characters has a super weapon that destroys all bricks on the screen. It can only be used after charging it. There are two playing modes: Classic with weapon upgrades and 32 levels per character and Survival in which you need to stay alive as long as possible.

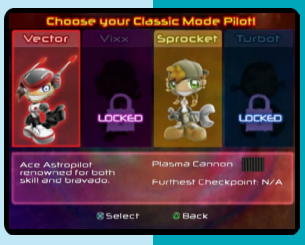
Bejeweled 2

Bejeweled 2 is a tile-matching puzzle video game. The sequel to Bejeweled, it was developed and published by PopCap Games. In 2004,
The objective of the game is to swap one gem with an adjacent one to form a chain of three or more gems of the same color. When such a chain is created, the gems disappear, causing randomly generated gems to fall from the top to take the matched gems' place. Sometimes, falling gems automatically line up, causing chain reactions. This is called a cascade. There are several different modes of gameplay available, including various secret gameplay modes that can be accessed by beating levels of Classic, Puzzle, Endless, and Action modes.



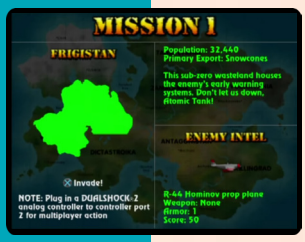




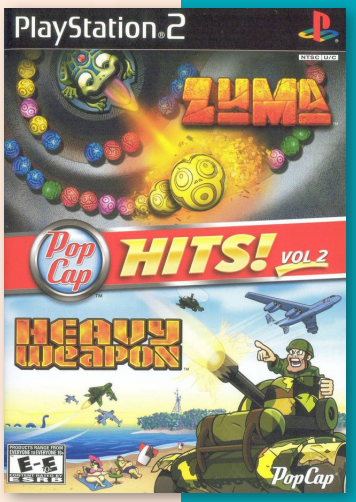


PopCap Hits! Vol 2

6.4



Developer	PopCap
Publisher	PopCap
Release date	(us) July 15, 2008
Genre	Compilation
Mode	1-2 Players



The second PopCap bundles two games that were previously not available for the platform: Heavy Weapon and Zuma.

Heavy Weapon

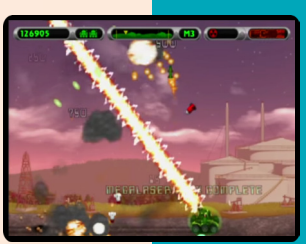
Heavy Weapon (or Heavy Weapon: Atomic Tank) is a russophobic side-scrolling shoot 'em up. In Heavy Weapon, the player guides a powerful atomic tank through several stages of opposing enemy forces. The tank moves only left and right, while its main weapon, a turret gun, can be aimed in a 180 degree span and nukes which can destroy enemies off the screen.

The game features a total of 19 levels/ missions along with two game modes (mission and survival). In mission mode, one must blast through countless enemies and defeat a boss at the end. Upon defeating the boss, the player visits the armory, where one can get various upgrades and power-ups for use in subsequent missions.

Zuma

Zuma is a tile-matching puzzle game. It can be played for free online at several Web sites, and was released for a number of platforms.

The objective is to eliminate all of the balls rolling around the screen along a given path (the path is clearly visible in all of the levels except for the last level) with other balls before these balls reach the yellow skull structure, which will open to varying degrees as a warning of oncoming balls. The player can carry two balls at a time and can switch at any time. As soon as one ball reaches the skull, the rest follow and the player loses a life. To prevent the balls reaching the skull, the player can eliminate the balls by firing a colored ball from the stone frog idol's mouth towards the chain of balls that will continue to push forward until the player fills the yellow bar, which is when the balls will stop producing off-screen. When three or more of the same color come in contact, they explode, possibly triggering other explosions as part of a chain reaction. The level is completed when after the bar is filled, the player eliminates all of the balls on the screen.



Pride of the Dragon Peace

6.7

J

Developer	SCEI
Publisher	SCEI
Release date	(jp) October 28, 2004
Genre	Role-playing
Mode	1-2 Players

Pride of the Dragon Peace is a simulation RPG in which players raise a dragon and ride it into battle. Spirits throughout the world have gone mad and are causing damage. Humans can't fight directly against spirits, so they instead turn to dragons, who use spirits as food. Players take control of a character who comes to a holy island to join Dragon Peace, a band of dragon riders who hope to make a move on the spirits' tower located on the island. As a Dragon Peace dragon user, the player is considered a hero by commoners and are given a little home on the island. At the end of every day, the player return home to save their progress, eat dinner and sleep. Three characters reside with the player in House Heaven and provide support for their adventures. The goal is to take out spirits and make their way to the spirit tower.

"ign.com"

PoPoLoCrois: Hajimari no Bouken

5.0

Developer	SCEA
Publisher	SCEI
Release date	(jp) June 20, 2002
Genre	Role-playing
Mode	1 Player

PoPoLoCrois: Hajimari no Bouken; the fourth game in the RPG series was made by Sugar & Rockets before its demise in 2001 and the first to implement the advanced cel-shading techniques.

The premise behind the game is set fifteen years after the events of PoPoLoCrois 2. Pietoro and Narcia profess their love for each other and birth a son, Pinon. As King and Queen of PoPoLoCrois, the two parents have not only given Pinon life and a title, but also the power of dragon and fairy. One day, however, Pinon does some exploration and uncovers a threat to the kingdom that forces him to take up his sword and defend it.

"ign.com"

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PoPoLoCrois: Tsuki no Okite no Bouken

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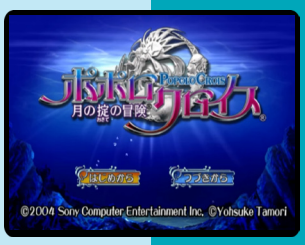


Developer	SCEI
Publisher	SCEI
Release date	(jp) March 18, 2004
Genre	Role-playing
Mode	1 Player

Popolocrois Tsuki no Okite no Bouken (“Popolocrois: Enchanted Lunar Tale”) is the fifth PS2 game in the series. The game takes place a few months after the end of the previous game. It cover the second half of the 2003 anime and have the same basic story. The game added “flick” system, and an improved battle system.

J

Powerdrome

5.4

N P

Developer	Argonaut Games
Publisher	Mud Duck Productions, (eu) Evolved Games
Release date	(us) June 15, 2004
Genre	Racing
Mode	1-2 Players

Powerdrome is a remake of the 1988 futuristic racing game by Michael Powell originally released on the Atari ST. The remake was released for the PS2, Xbox and Windows.

In the game, players race jet-engined, anti-gravity bikes called ‘blades’ around closed tracks. Venues for racing in the remake is still only six, but reverse and mirrored courses bring the total of unique routes to 24.

Pri-Saga! Princess o Sagase!

6.8

Developer	Abel Software
Publisher	Views
Release date	(jp) November 22, 2007
Genre	Visual novel
Mode	1 Player

“Puri Saga! ~ My Princess ~” is a romance visual novel. The player is the second prince of a country. However, he had to be brought up hiding his identity because of the danger surrounding his family. Currently he goes to the Royal Alchemist Training School under an alias.

The limited edition came with an original drama CD and a soundtrack CD.

J

Prism Ark: Awake

7.8

J

Developer	5gk
Publisher	5gk
Release date	(jp) April 24, 2008
Genre	Visual novel
Mode	1 Player

Prism Ark ~Prism Heart 2~ began as an adult visual novel for Windows by Pajamas Soft first released on August 25, 2006. This work is a continuation of Prism Heart, released on October 6, 2000.

Princia, the heroine of the previous game, has now become queen. Despite any action she could now take as a ruler, the war have already began to grow. Strife will return to the land, but still her own daughter, Priecia, aspires to be a great fighter like her mother was. Despite the seriousness of her training and the battles soon approaching; she will still have her fellow students and friends to help lighten up the epic mood of the story. Players take the role of Hyaweh, another student at the same academy, and together they will face their destinies.

Power Rangers: Dino Thunder

Developer	Pacific Coast Power & Light
Publisher	THQ
Release date	(us) September 14, 2004
Genre	Action-adventure
Mode	1 Player

4.9

N P

Power Rangers Dino Thunder is a 2004 action-adventure based on the television series of the same name.

The rangers pilot their Zords in various missions to save the world from Zeltrax.

Players take control of one of three Zords, Red TyrannoZord, Blue TriceraZord, or Yellow PteraZord in order to free the captive DinoZords (Violet CephalaZord, Green ParasaurZord, and Cyan DimetroZord), escort the Black BrachioZord to various warp points, and destroy alien weapon facilities. Also by collecting morphers, eggs, and crystal icons, players can unlock the zords from Power Rangers Wild Force and Power Rangers Ninja Storm as playable characters.

On Metacritic, the game has a 49 percent score, indicating “Generally unfavorable reviews.” Juan Castro of IGN rated the game 4.5 out of 10.

Power Rangers: Super Legends - 15th Anniversary

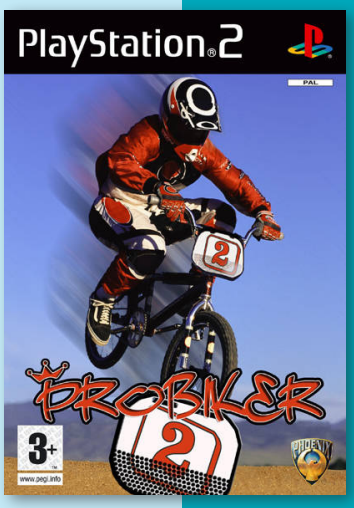
3.8

Developer	Artificial Mind and Movement
Publisher	Disney Interactive Studios
Release date	(us) November 6, 2007
Genre	Action
Mode	1-2 Players

The game was released for the 15th anniversary of the Power Rangers television series. Players can take control of twelve different Power Rangers heroes from the original Mighty Morphin squad to the Operation Overdrive series. Players have to battle enemies, solve puzzles, and explore interactive environments in an effort to protect the world from evil.

N P

Pro Biker 2



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Racing
Mode	1 Player

Pro Biker 2 is a one-player racing game, developed and published by Phoenix Games, which was released in Europe in 2007. Players can take part in a Quick Race, Time Trials and Tournaments where the goal is to become the Champion Pro Biker.

P

Pure x Cure Recovery

4.9

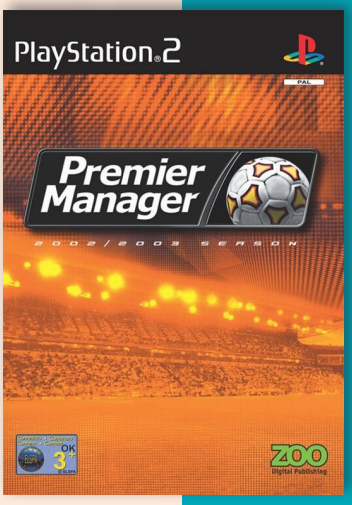
Developer	Alchemist
Publisher	Alchemist
Release date	(jp) August 23, 2007
Genre	Adventure
Mode	1 Player

Pure x Cure RE:Covery is a hospital-themed love sim. The game's protagonist, Hiromi Yonekura, is a young man who have been assigned as a part-time teacher in charge of an infirmary at a girls-only school. He must must "take care of" all the female students who come to him seeking help. By building up trust, he might even make the girls fall in love with him.

J

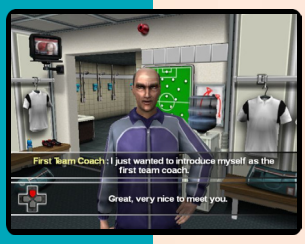
5.5

Premier Manager 2002/2003 Season

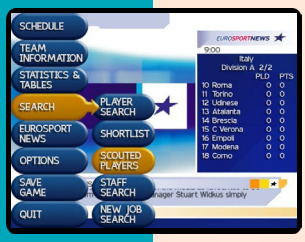


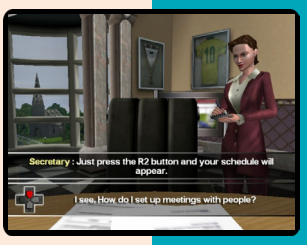
Developer	Zoo Digital Publishing
Publisher	Zoo Digital Publishing
Release date	(eu) December 19, 2003
Genre	Sports, Strategy
Mode	1 Player

After many versions developed by Realms of Fantasy and Dinamic Multimedia, when Gremlin was acquired and then disbanded, it seemed this long-running series were about to end, but in 2002 ZOO Digital announced the return.



Featuring five nations (England with three leagues and Germany, Spain, France and Italy with two), PM takes a new approach to the series, not much different from the classic Match Day Manager. Each day has several time slots (from 8 a.m. to 6 p.m.) which players secretary can fill with appointments with other staff members, the chairman or players in order to discuss contracts and other working orders. While players can act freely between time slots, most actions can only be completed after a meeting with the staff.

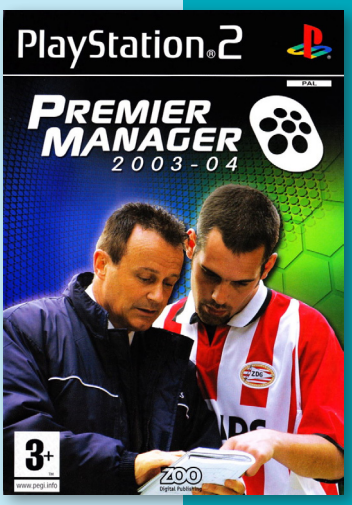




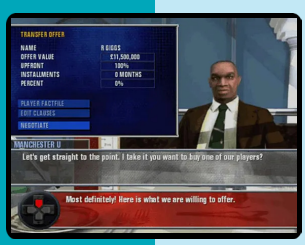
As usual with managers with less detailed databases (those who don't allow to manage in the Estonian second division while tapping the youth pool in Taiwan), the player is also in control of setting ticket prices (and stadium building), advertising and website (which increases the value of the club, and lead to higher merchandise sales) and manage staff.

5.5

Premier Manager 03/04



Developer	Zoo Digital Publishing
Publisher	Zoo Digital Publishing
Release date	(eu) December 19, 2003
Genre	Sports, Strategy
Mode	1 Player



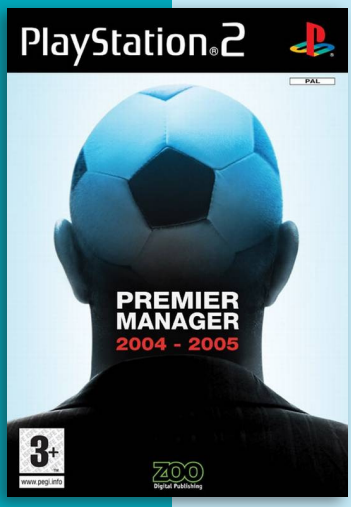
Premier Manager 2003-04 features all 4 divisions and domestic cups of the English leagues, all 4 divisions, FA and league cups of the Scottish one, and the top 2 divisions and domestic cups of the French, German, Italian and Spanish leagues.

The matches are shown using a 2D engine.

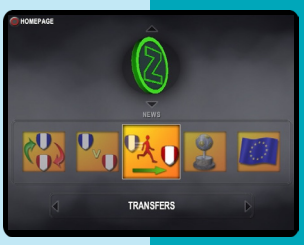
"mobygames.com"

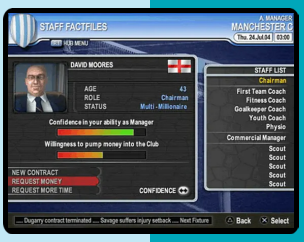
Premier Manager 2004-2005

6.3



Developer	Zoo Digital Publishing
Publisher	Zoo Digital Publishing
Release date	(eu) November 5, 2004
Genre	Sports, Strategy
Mode	1 Player



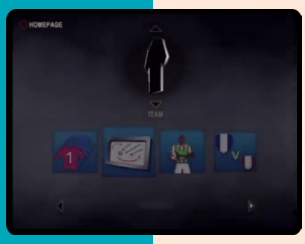


As usual there are a lot of details to take care of, e.g. searching for sponsors, stadium expansion, player transfers, lineup and tactics. But, as usual for English soccer managers, the emphasis is on the athletic aspect.

The matches itself use an abstract presentation: The soccer field is shown in a top-down, tactical perspective and the player movements are shown with blue and red balls.

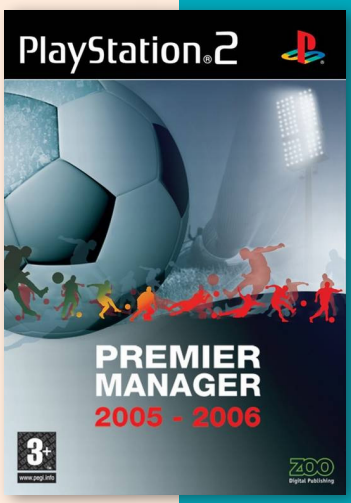
Premier Manager 2005-2006

7.2



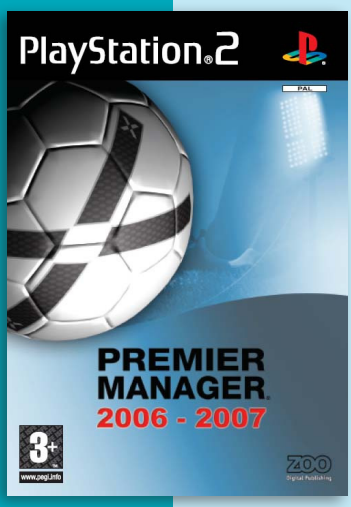
Developer	Zoo Digital Publishing
Publisher	Zoo Digital Publishing
Release date	(eu) August 11, 2005
Genre	Sports, Strategy
Mode	1 Player

The 2005-2006 edition of Premier Manager feature a overhauled presentation and an enhanced interface. Players goes from the coach for local teams to promotion, to the challenge of leading their team to cup victory. Players can compete in 12 cup titles and pick from nearly 10,000 players. They can also play through 14 divisions across the UK and Europe

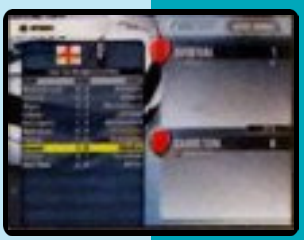


Premier Manager 2006-2007

6.3



Developer	Zoo Digital Publishing
Publisher	Zoo Digital Publishing
Release date	(eu) August 18, 2006
Genre	Sports, Strategy
Mode	1 Player



Premier Manager 2006/2007 let players manage teams in England, Spain, Italy, France, Germany and Scotland in both domestic and European competitions. All the correct team names are there, although, the lack of a player license means the names are slightly modified. Between management and match-day action, players also have the ability to choose the advertising boards and upgrade their stadium step-by-step.

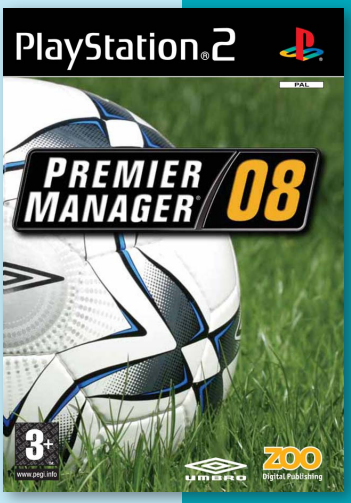
Premier Manager 08

7.0

Developer Zoo Digital Publishing
Publisher Zoo Digital Publishing
Release date (eu) August 17, 2007
Genre Sports, Strategy
Mode 1 Player

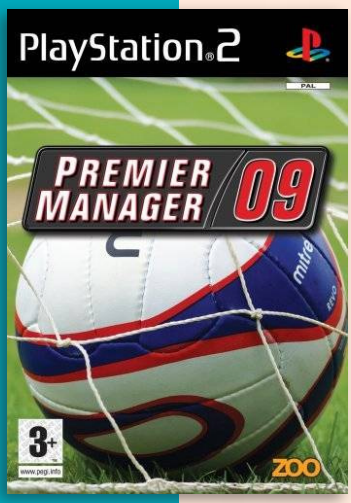
The player character earns experience depending on his successes and unlocks new abilities with it, like constructing a certain building. The same goes for the staff members. The second innovation is a new bar where the player has quick access to his staff members who keep him up to date - this replaces the usual news systems. The game features about 400 teams in six leagues.

"mobygames.com"



Premier Manager 09

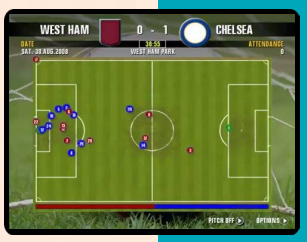
7.0



Developer Zoo Digital Publishing
Publisher Zoo Digital Publishing
Release date (eu) August 15, 2008
Genre Sports, Strategy
Mode 1 Player

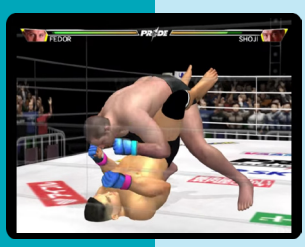
Premier Manager 09 offers a simpler management game with a less complex match and tactics engine to appeal to younger gamers who are looking for a casual introduction to football management.

The game feature; A maximum of 6 playable leagues to choose from (England, Germany, Spain, Italy, France & Scotland) each with their own sub divisions.



PrideGP Grand Prix 2003

5.6

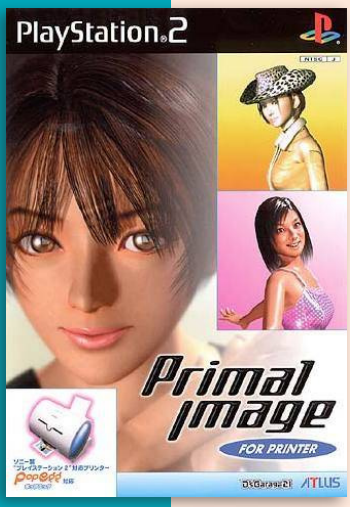


Developer Capcom
Publisher Capcom
Release date (jp) November 13, 2003
Genre Sports
Mode 1-2 Players

PrideGP Grand Prix 2003 was the second game in the fighting genre based upon the Japanese mixed martial arts federation known as Pride. Developed by Capcom and released in 2003 in Japan Pride GP Grand Prix 2003 featured detailed character models, real life video entrances of the fighters, and a large roster of fighters from around the world.

Primal Image for Printer

4.5

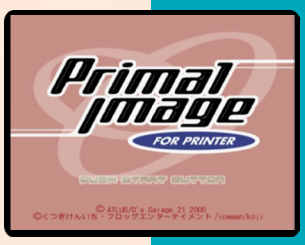


Developer	Atlus
Publisher	Atlus
Release date	(jp) December 7, 2000
Genre	Simulation, Miscellaneous
Mode	1 Player

The game is compatible with the Sony digital camera and the Sony printer. Users can print out pictures of idols at 360dpi.

Primal Image is most renowned for being the first game in history to use MathEngine's same bio-mechanic technology that powered the critically acclaimed Discovery Channel documentary, Walking with Dinosaurs.

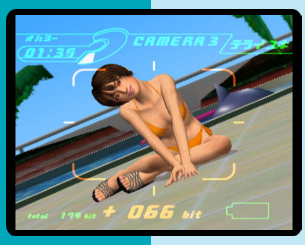
"wiki.pcsx2.net"



J

Primal Image vol. 1

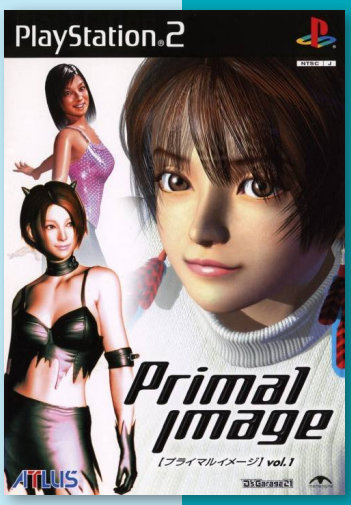
7.7



J

Developer	Racdym
Publisher	Atlus
Release date	(jp) April 27, 2000
Genre	Simulation, Miscellaneous
Mode	1 Player

This is another game where players can look at different idols and print out pictures of them. In Primal Image Vol. 1, players assume the role of a fashion photographer whose goal is to take sexy snapshots of young idols. There are four CG models in all, and each of them possesses customizable behavioral types. Specialty options include the lady-poseable Producer Mode, customizable facial expressions, and background objects.



Puzzle Party: 10 Games

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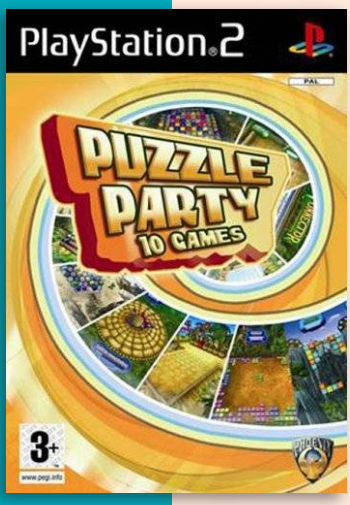
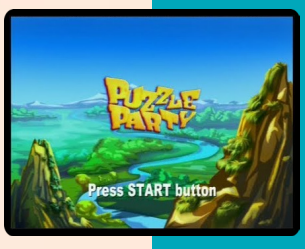


Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) July 28, 2006
Genre	Mini-games
Mode	1-2 Players

Puzzle Party: 10 Games was developed and published by Phoenix Games, which was released in Europe in 2006. It includes 10 simple, mostly puzzle, mini-games. Some of the games support 2-player mode. Games include; Tetroban, Towerball, Combiner, Gravitex, Terracut, Hexines, Gems Tracker, Connector, Cubefall and Balls Trapper.

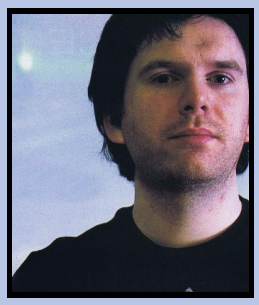


P

PRIMAL BLOKE!

CHRIS SORREL

by: PlayStation 2 Official Magazine (AU) 2003 April #13



Studio Cambridge's Creative Director reveals some of his *Primal* instincts.

How did you come to be Creative Director on *Primal*?
After finishing *MediEvil* for PSone I was tasked with developing new concept. *Primal* wasn't originally going to be our first next-gen title. Our initial idea was a game along the lines of *Starship Troopers*, but it didn't seen to be breaking any new ground, which is when we came up with *Primal*.

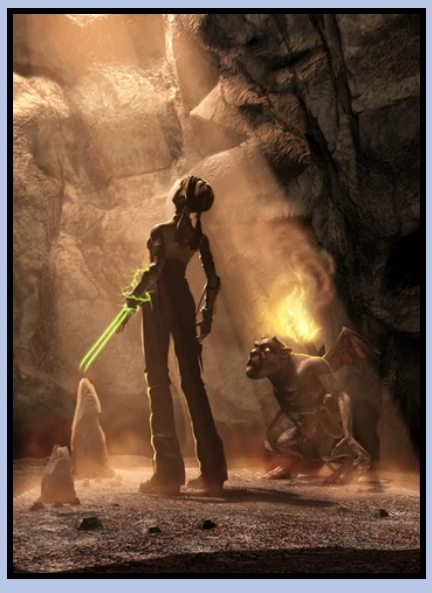
***Primal* is looking to be one of the most technically adept PS2 titles yet. What do you consider to be its standout achievements?**
I think it's the game as a whole really - the sum of the parts. In particular I think the dynamic loading lends the game continuity and consistency. It adds to the scope of the game.

You've blended typical adventure elements with traditional beat-'em-up elements. How difficult was it to integrate the two styles?
It wasn't something we consciously thought about - it just seemed like an interesting mix. We were making an adventure game but wanted to give Jen combat abilities in more than just a 'hammer a single attack button' style.

How many stages of development did you go through before you decided you'd got Jen and Scree's characters just right?
Scree's first design has remained to this day but Jen was more complex. We wanted to have a female lead who was a strong character, not just a sex kitten, bimbo stereotype. Her character also needed to work when she turned into her demon form. In the end, we did this by making her slightly alternative-looking and by giving her leather trousers. Her looks are loosely based on Eliza Dushku from *Buffy The Vampire Slayer*.

How much time was spent on making her breasts wobble perfectly?
Longer than you might expect. And they still need tweaking. We were going for realism rather than the titillation factor. It doesn't help that in one of the game trailers we had her running past camera in slow motion. It was all a bit *Baywatch*. Oh well.

Is it possible to become emotionally attached to game characters? Will you miss working with Jen and Scree?
Yes, I think we will. After all this time I'm still not sick of them. And even though we've read the scripts hundreds of times it still raises a smile among the team every now and then. They're characters that we've enjoyed working with. Hopefully, if *Primal*'s a success, we haven't seen the last of them.



Primal

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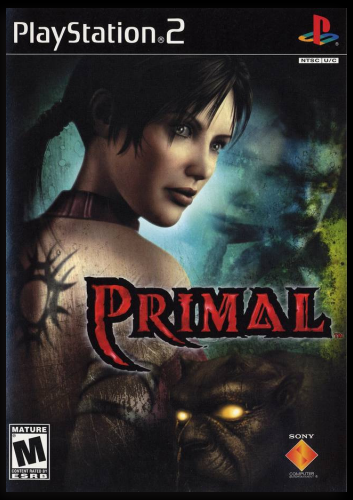

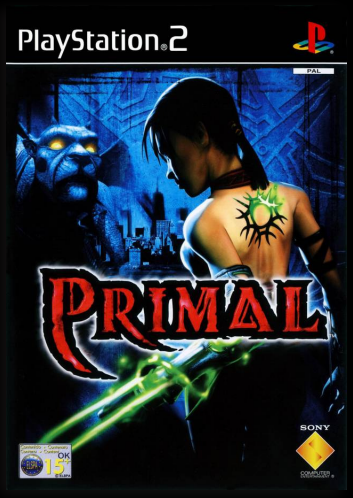

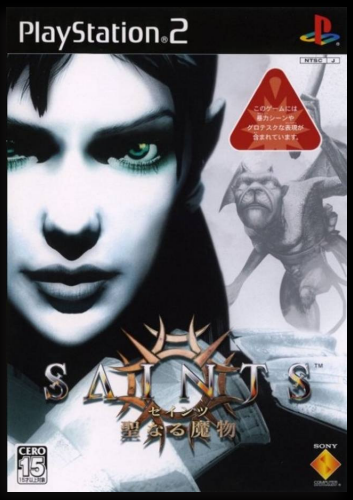

JNP

Developer	SCEE
Publisher	SCEA, (eu) SCEE, (jp) SCEJ
Release date	(us) March 25, 2003
Genre	Action-adventure
Mode	1 Player

Primal is an action-adventure horror game developed by SCE Studio Cambridge, the development team responsible for MediEvil and its sequel, for PS2. In May 2016, the game was made available for the

The player character, Jen, is the girlfriend of a metal rocker named Lewis, who have both been through rough times in the past together. A strange and powerful creature attacks Lewis after a concert and runs off into the night with him, leaving Jen injured and near-death.

Jen meets a short gargoyle named Scree, who informs her that she must leave the physical plane Mortalis and accompany him to the demon plane Oblivion. The creature who kidnapped Lewis and left her for dead is an agent of Abaddon who represents Chaos and has been locked in struggle for aeons with Arella, representing Order. The balance between Chaos and Order has been upset and it is Jen's task to restore the balance, all the while hoping to discover the whereabouts of Lewis.

Primal can be described as a "3D platformer", being somewhat similar in its basic gameplay mechanics to Tomb Raider games. Puzzle-solving and action-based combat constitute the focus of the gameplay. The player can switch between Jen and Scree at any time; Jen is capable of fighting, but Scree is invulnerable to enemy attacks. When Jen is incapacitated in combat, Scree must quickly restore her to life within a time limit; failure to do so prematurely ends the game.

Combat is heavily based on "finishing moves" and Jen's ability to transform into demonic forms. There are four demons Jen can merge herself with; they are obtained one by one as the game's narrative advances. These demonic forms allow Jen to use special abilities, which include jumping to extreme heights, unnaturally fast swimming, slowing down time, and using powerful weapons.

The collector's edition of contains a bonus audio CD, a VIP Card that allows access to a section on the official website, and the manual is printed on thicker, more luxurious paper.

太った子豚みたいに回って太だけじゃないか。

これでサブステーションを復活させられる。

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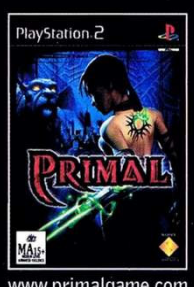


www.primalgame.com

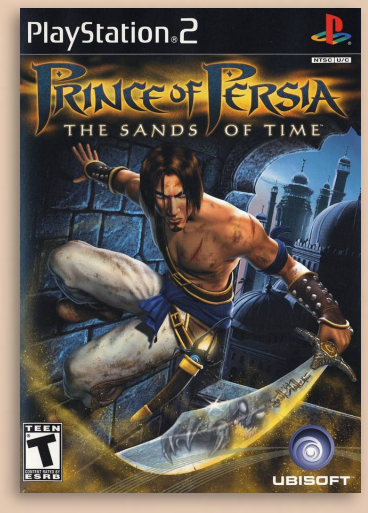
DISCOVER YOUR PRIMAL SIDE

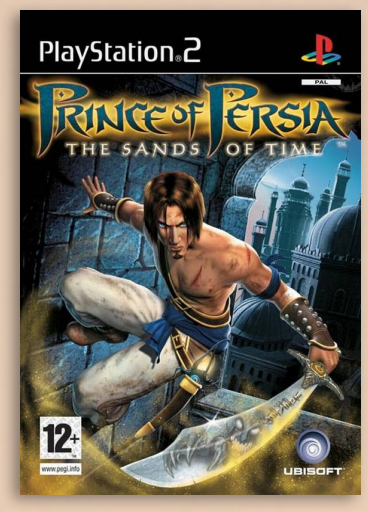
With four demon forms to experience and four demon realms to explore, Primal is the perfect way to discover your dark side. In the guise of streetwise rock-chick Jen, Primal takes you on a demon-slaying adventure to restore the balance between order and chaos in a gaming experience that's totally out of this world.

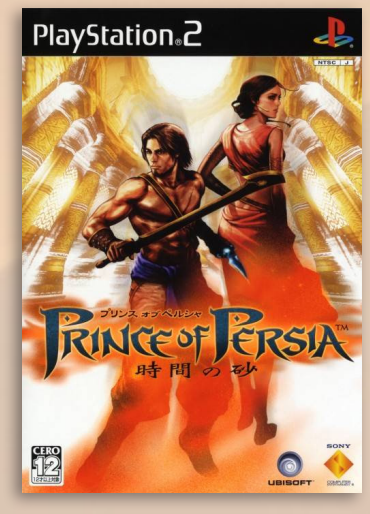
PlayStation 2

THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

9.2







J N P

Prince of Persia: The Sands of Time

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) November 6, 2003
Genre	Action-adventure
Mode	1 Player

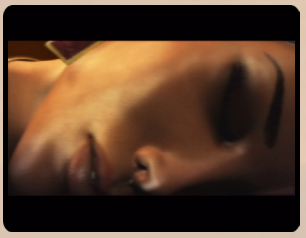
Prince of Persia: The Sands of Time is a third-person action-adventure puzzle-platformer developed and published by Ubisoft. Revealed in March 2003, it was released across Game Boy Advance, PS2, GameCube, Xbox and Windows. The Sands of Time is a reboot of the Prince of Persia series, created by Jordan Mechner. Mechner served as creative consultant, designer, and scenario writer for The Sands of Time.

The game follows an unnamed Prince whose father sacks a Maharaja's city at the instigation of its treacherous Vizier. During the attack, the Prince obtains an artifact called the Dagger of Time, while his army captures an hourglass containing the Sands of Time. Visiting Azad to present the Sands as a gift to the city's ruler, the Vizier tricks the Prince into releasing the Sands, transforming the city's population into savage monsters. Together with the Maharaja's daughter Farah, the Prince works to correct his mistake and return the Sands to the hourglass. The gameplay revolves around the Prince's platforming abilities, broken up by fights with the creatures created by the Sands.

The player controls the main protagonist, an unnamed Prince from a kingdom in Persia. Environments are seen through a controllable third-person view. The Prince can be moved in all directions, and he is able to manipulate large objects such as blocks and levers connected to mechanisms. The Prince restores health by drinking water from pools and fountains. Collecting Sands increases the Prince's power, and drinking from hidden magic fountains increases the Prince's maximum health. During several points in the game, the Prince is assisted by his companion Farah, who fires a bow at enemies, though her arrows can also hit the Prince if he strays into her line of fire. Monsters will attack her, and if she is killed, the game ends.

During exploration, the Prince navigates areas filled with traps: these traps include spike pits, arrow traps, wall-mounted blades and saws, and spinning spiked stakes. The Prince's main contextual move is wall-running, an action where he runs up onto and along a wall for a set distance, either to land on or jump off to a platform. The Prince's other acrobatic abilities include climbing along and across ledges, walking along beams, swinging on and jumping from poles, jumping onto and between pillars, and swinging on ropes. Large environmental puzzles are encountered during the Prince's journey, extending across multiple areas in large rooms. Many puzzles are cooperative, requiring Farah's help to complete them. In combat, the Prince fights monsters created by the Sands infecting the Palace's inhabitants. A single command contextually triggered different moves depending on position and directional movement, while other special moves such as a somersault attack and bouncing off walls into enemies require additional commands. Enemies can only be killed by stabbing them with the Dagger of Time, which gathers up the Sands inside them.

The Sands the Prince collects from enemies and the environment are tied to his magical abilities, themselves connected with the Dagger. The most basic power is Rewind, the ability for the Prince to rewind time by up to ten seconds if he makes a mistake in platforming or dies. In combat, the Prince can also slow time immediately around him, freeze time for a single enemy, and freeze time completely so the Prince can attack his enemies at great speed while they are unable to move. Each use of power uses up one Sand Tank, and when empty, all powers become inaccessible until more Sand is collected. More powerful abilities, such as freezing time, are powered by Power Tanks. Increasing their number unlocks new Sand-based powers. Starting out with a small amount of Sand available to him, its capacity can be increased by collecting Sand from enemies, along with Sand Clouds scattered around the palace. Large columns of Sand within the Palace grant visions of future areas and act as save points.



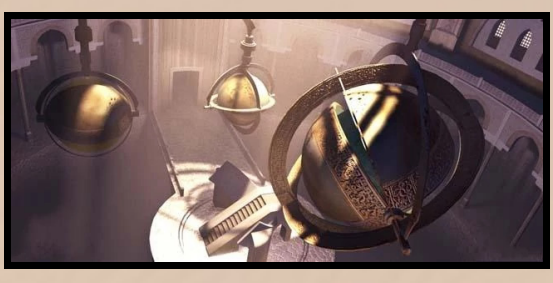
The development of the initial concept work for The Sands of Time began in the second quarter of 2001, after Ubisoft had bought the Prince of Persia license. While Ubisoft held the Prince of Persia catalog, the actual IP still belonged to the series original creator Jordan Mechner, but he was initially unwilling to return to the series after poor experiences with Prince of Persia 3D. The game was developed by Ubisoft Montreal, which was also a year into developing Tom Clancy's Splinter Cell. After some mock assets had been created, Ubisoft asked Mechner to come and help develop the game, showing them their concepts and the assets as AVIs. Mechner was impressed by Ubisoft's work and came on board as a creative consultant. He soon became more involved with the project, becoming the game's designer and writer. Full production began in June 2001, and at its peak was worked on by a staff of 65 people, internally known as "PoP Team". Development ran parallel to that of Splinter Cell, and as part of their research, the development team read One Thousand and One Nights, a collection of stories originating from the Middle East that Mechner had previously used as inspiration when designing the original Prince of Persia. Over the course of production, the team ran through over 150 different versions before the retail version.

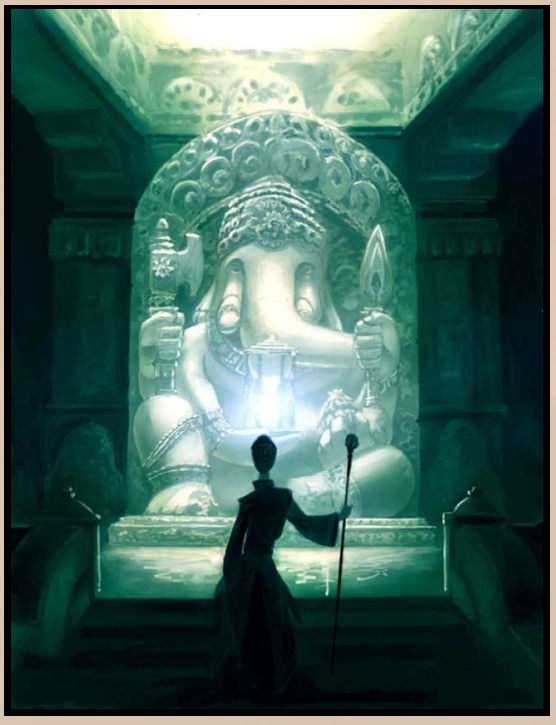
The game's title was thought up by the production team, but the original story built around the title proved impossible to work. The original draft had nine characters (including the Prince, two love interests, two villains, and two helper characters) representing different political factions, and the setting of the Prince's own palace home instead of in another kingdom. This storyline ultimately impeded other aspects of development, and so was scrapped. In starting over, the team returned to "The Sands of Time" title and concept. They decided upon four key elements for the game: "Unity of time and place", with the game taking place over twenty-four hours within the palace of Azad; "Acrobatics", referring to the gameplay and how the setting was constructed around this concept; "Combat", with the palace being filled with monsters to give the game and story a fast-paced feeling; and "Rewind", the ability to turn back and manipulate time. One of the early decisions made by the production team was not to refer to Prince of Persia 3D in any degree in designing the gameplay, instead looking to the 1989 original for reference. They intended to capture the original feeling of platforming an adventure in a 3D environment. The Rewind mechanic began as a gameplay wish for the title, surviving the initial rewrite of the

story and becoming key to both story and gameplay. The Dagger of Time and the Sands were both born from the need to explain this mechanic in-game. The initial concept was simply using the Dagger to rewind time and dispatch enemies, but its powers were gradually expanded into its current roster. The main character's acrobatics were designed to be novel to the video game medium, inspired by similar stunts performed in Crouching Tiger, Hidden Dragon and The Matrix. A video game which provided inspiration for the acrobatic feats of the Prince was Tony Hawk's Pro Skater. Elements such as using ladders as part of combat, and riding on a magic carpet or a horse were axed early in development. The Rewind function was suggested by the game's director Patrice Désilets based on experiences playing Donald Duck: Goin' Quackers, where he had wished to rewind after making a mistake rather than restarting the entire level.

Pre-production was originally estimated at ten months, but ultimately extended to fourteen months. Each time a new movement or ability was created for the Prince, it required adjustments to multiple other systems, as leaving them alone would have damaged the game. They also needed to make adjustments to the enemy and partner artificial intelligence, and they did not have time to polish those systems. All this meant that the debugging started much later than originally scheduled. The Prince had over 780 scripted movements, far more than any other character in the game. This caused problems with creating the movements for other characters. To make the character movements realistic, the team used motion capture to animate their movements. Art director Raphael Lacoste did not join the team until July 2002, well into the game's production, resulting in multiple delays in creating the game's environments. This issue was compounded by the need to produce a demo for the 2003 E3, then to deliver an entire game at the same if not a higher quality than the demo. Each environment needed to work for the Prince's set of movements and abilities: the work needed involved checking each rewind sequence, and each of the Prince's movement in and effect on the environment worked. These issues were compounded by the late delivery of environmental maps. In hindsight, producer Yannis Mallat lamented the fact that they did not have enough time to work out the problems caused by these issues. Despite these problems, other parts of production including play-testing, management of creative tools, and the integrated testing system worked smoothly. A cited example was the team discovering a tester that was good at finding severe bugs, so they included her in one of their testing groups, giving her a development kit she could use to sort out those bugs.

This was replicated, and managed to greatly increase the amount of bugs that could be found and fixed. The development team's enthusiasm was also high, which enabled the problems during development to be overcome. During the aftermath of E3, the team considered release The Sands of Time as two games so they could include all the desired content, but the idea was dropped. Another element that needed to be cut after the demo was a griffin boss that would appear three times during the Prince's journey.





The game used an updated version of the company's Jade engine, designed for Beyond Good & Evil. When the team saw the capacities of the Jade engine, they decided to use it for The Sands of Time. For The Sands of Time, the team made improvements to the engine by adding additional walking and running animations, enabling smoother character movement. They also made custom animations for the character. The engine made editing and fine-tuning the game very easy due to its easy-to-use tools. Using this as a base, they were able to focus on rapid integration of new elements into the game, and were also able to do quick testing and adjustments. The team developed "substance" and "glow" systems, which respectively enabled natural movements of cloth and gave the lightning effects a "magical" feel. The way the engine was structured, with all assets in a single accessible folder, proved problematic when alterations needed to be made or new features added, as the team size meant too many people were accessing the engine and were causing data to be overwritten, files to be corrupted, and the whole system to crash. They attempted to solve the problem using a *"data monkey"* solution which would allow for simultaneous access, but it came late in development and they did not risk making such a radical change to the system. Instead, they set up a file server to manage check-in times, which could allow for management of access and prioritisation of critical work.

Mechner created the scenario and wrote the game's script. While doing his research for the script, Mechner read a translation of the Shahnameh, an epic poem written by Ferdowsi between the 10th and 11th century. Reading it through helped Mechner visualise the new Prince as a more mature character than the original. Despite this, Mecnher felt that the character could not fully shed the *"happy-go-lucky"* elements of One Thousand and One Nights. In retrospect, Mechner also felt that this inability to resolve this inherent conflict gave the character his charm. Mechner also included specific references in the Prince's dialogue to stories from the Shahnameh. The story and the Prince were created for newcomers to the series. The main scenario was based around second chances, while an unstated anti-war theme was also included by Mechner and showcased in the game's opening level. Mechner created the Dagger of Time as a combined gameplay and narrative device within the four core concepts created by the team. Its acquisition by the Prince was directly inspired by the opening of Raiders of the Lost Ark, which had previously inspired his portrayal of the Prince in the original Prince of Persia. The palace of Azad was crafted to be the Prince's "playground", while some scenes which developed the Prince's portrayal (the opening attack on the Maharaja's

palace, activating Azad's traps on the instructions of a deranged guard) were deliberately meant to be morally dubious to the player while increasing empathy with the character.

Mechner's main preoccupation for this new storyline was keeping the narrative simple and engaging, using his preferred writing style of keeping cutscenes short and working as much of the story as possible into the gameplay. He also aimed to mix narrative and gameplay genres that might normally clash with one-another. The three main characters he created were the hero (the Prince), the villain (the Vizier) and the love interest and sidekick (Farah). Two non-playable authority figures (the Prince's father Shahraman and the Sultan of Azad) were included to add weight to the Prince's burden as they were transformed into monsters by the Sands. The three artefacts each character used (the Dagger, Farah's medallion and the Vizier's staff) were created to explain their survival of the Sands' release, with the Dagger also becoming integral to gameplay. The Prince's narration was both difficult and satisfying for Mechner. It needed to be written to work on two levels: first to be understandable for first-time players, and to gain greater significance upon future playthroughs. The narration also served to give gentle hints to the player, and expand upon the setting and add depth to the experience. Among his cited reference points for the narration were the 1940s version of The Thief of Bagdad, the works of Edgar Allan Poe, and films such as Double Indemnity and Sunset Boulevard. The Prince's interactions with Farah were also an important factor. As part of the character interaction, Farah was deliberately designed not to be a perfect archer, sometimes hitting the Prince if he strayed into her line of fire. Despite this, unspecified features planned for her needed to be cut.

The music for The Sands of Time was composed by Stuart Chatwood of the Canadian rock band The Tea Party. Chatwood was chosen for the role as Ubisoft wanted music that had Persian elements in it to fit the setting, while not being pure Persian music. When he was approached, Chatwood expanded his music library as part of his research. To achieve the desired effect, rock elements were mixed with Middle Eastern music and melodies, along with Indian elements. Chatwood used different instruments, including an Indian tabla and strings, along with vocal tracks by Cindy Gomez and Maryem Tollar.

The different versions, PS2, Xbox, GameCube, GBA and Windows, had multiple differences in both graphics and control options. The GameCube and Xbox versions included a documentary about the making of the game. The PC port came with support for EAX, EAX2, and EAX3 Advanced HD. Connecting the GameCube and GBA versions of the game gave access to a port of the original Prince of Persia with the GameCube version, along with the ability for the Prince to automatically regenerate health. The PS2 version was published in Japan by SCEJ, who were impressed by both the quality and the praise it earned in the west.

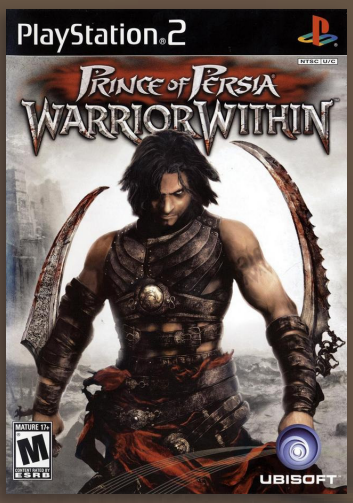
By the end of 2003, sales of Prince of Persia: The Sands of Time had reached 2 million copies, and Ubisoft highlighted the game's success in Europe in a quarterly business report. Sales rose to 2.4 million units by the end of March 2004. During its North American debut, the game suffered from poor sales: by December, the PS2 version had sold 218,000 copies. Its combined sales since release at that time totaled 272,000 for PS2. It was speculated that its sales were negatively affected by the concurrent release of Beyond Good & Evil, alongside other prominent releases at the

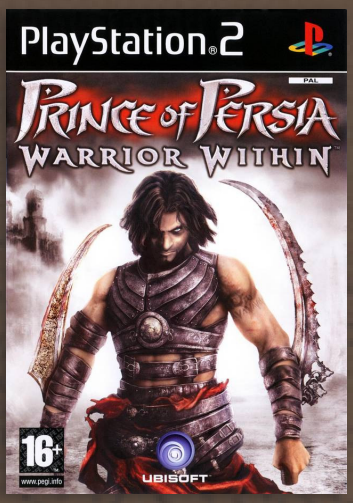
time. In response to this, Ubisoft offered copies of their other games free with purchases of The Sands of Time, providing a boost to sales. By July 2006, the game's PlayStation 2 version alone had sold 700,000 copies in North America, bringing an estimated revenue of $24 million. During its week of release in Japan, the game reached seventh place in the charts, selling 14,000 copies. This was noted as being high for a western game released in Japan. By the end of 2004, it had sold 26,116 copies. The game eventually sold over 14 million copies worldwide.

The Sands of Time received critical acclaim upon launch. Edge said that, despite difficulty spikes caused by respawning enemies, *"the game cannot be commended highly enough"*. IGN's Matt Casamassina found the entire experience enjoyable, saying that *"Whether you're a diehard Prince of Persia fan or somebody with a mild interest in action-adventures, The Sands of Time is a must own -- a soon-to-be-classic worthy of a permanent place in your collection"*. 1UP.com, while pointing out the camera control as *"tricky"*, said that the game *"will make your chest explode if you've got a heart condition (in a good way, of course)"*. GameSpot's Greg Kasavin called it *"a game that can be recommended wholeheartedly"*. Both Eurogamer and Official PlayStation Magazine positively compared the game's aesthetics and presentation to Ico. Francesca Reyes of Official Xbox Magazine gave the game a good review, praising the story and general gameplay, but finding the combat difficult at times and lack of new skills. In closing, she praised the game's lasting appeal: *"When the whole thing is over, it's perfectly timed to leave you wanting more. It's a stunning and rare achievement that makes you feel happy to be a gamer."* Japanese gaming magazine Famitsu gave the PS2 version a good review, saying that the action was smooth and challenging, bearing similarities to the original Prince of Persia, and one reviewer found the Prince *"colourful"*.

At E3 2003, The Sands of Time was named as "Game of the Year". The game was named as Editor's Choice by GameSpot and IGN. At the 2003 Game Critics Awards, the game was awarded as "Best Action/Adventure Game". At the 2004 Game Developers Choice Awards, the game won the "Excellence in Game Design" and "Excellence in Programming" awards.

8.3





JNP

Prince of Persia: Warrior Within

Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) November 30, 2004
Genre	Action-adventure
Mode	1 Player

Prince of Persia: Warrior Within is the sequel to Prince of Persia: The Sands of Time. Warrior Within was released for the Xbox, PS2, GameCube, and Windows. It picks up where The Sands of Time left off, adding new features, specifically, options in combat. Warrior Within has a darker tone than its predecessor. It is the direct sequel to The Sands of Time. Seven years later, the Prince is hunted by a monster known as Dahaka. He finds out that anyone who manipulates the Sands of Time is destined to die shortly afterwards; but the Prince has escaped his fate, and that's the reason for Dahaka's rage. Now the Prince must travel to the mysterious Island of Time, where he hopes to find the Empress of Time and, through time manipulation, somehow prevent her from creating the Sands in the first place.

Much as its predecessor, Warrior Within is a 3D platformer centered on exploration and melee combat. As in the prequel, the level design revolves around navigating treacherous environments with parkour and freerunning-styled moves. Unlike the prequel, the game world is highly nonlinear; the player would often return to already visited locations several times from various directions, often traversing time portals to visit the same places in the present and the past in order to find ways around obstacles which would be impassable in either time alone. Secret areas can be found and explored to gain additional health points and unique weapons, which culminates in discovering a weapon capable of inflicting damage on the Dahaka, unlocking the game's canonical ending. In addition to normal platforming, the game also features episodes where the Prince is chased by the Dahaka and must quickly navigate trap-ridden hallways to reach safety.

The combat system has undergone a revision and allows the player to wield off-hand weapons in addition to the primary weapon. Two-hand fighting introduces numerous additional acrobatic combos to dispatch enemies with greater efficiency and brutality. Off-hand weapons have varying bonuses and penalties applied to the player's damage and hit points; they can be thrown at enemies to allow a limited form of ranged combat. Aside from bosses, the enemies are sand creatures of varying sizes. Unlike the Sands of Time, where rounds of heavy combat are interspersed with rounds of exploration, enemies can be encountered anywhere along the way, alone and in packs; some common enemies would respawn as the player revisits locations.

As in the prequel, the Prince possesses a limited control of time; the Sands can be used for more efficient combat as well as to slow down and even rewind time, allowing the Prince to retry ill-timed jumps or escape Dahaka's clutches.

As opposed to the shorter hair and exquisite robes from the first game, the Prince's hair is long and he wears armor and bandages. The game had a change of voice actors; the Prince is voiced by Robin Atkin Downes, in the previous (and following) game he was voiced by Yuri

by Yuri Lowenthal. Kaileena is voiced by Italian actress Monica Bellucci and a sound-alike actress (Alicyn Packard). The Sands of Time featured a soundtrack by Stuart Chatwood, consisting of a fusion of Arabic- and Indian-influenced melodies with heavy metal. Chatwood remained the composer for Warrior Within, though the music became more guitar-oriented; it featured Godsmack's "I Stand Alone" without vocals as the Dahaka's chase theme and "Straight Out of Line" over the game's credits.

Critical reviews of Warrior Within ranged from positive to mixed. Reviewers praised the inclusion and familiar platforming elements of the previous game with mixed feelings of the new combat elements. Warrior Within also contained more content than The Sands of Time, taking anywhere from 15–20 hours to complete. In Japan, Famitsu gave the PS2 version a score of 34 out of 40.

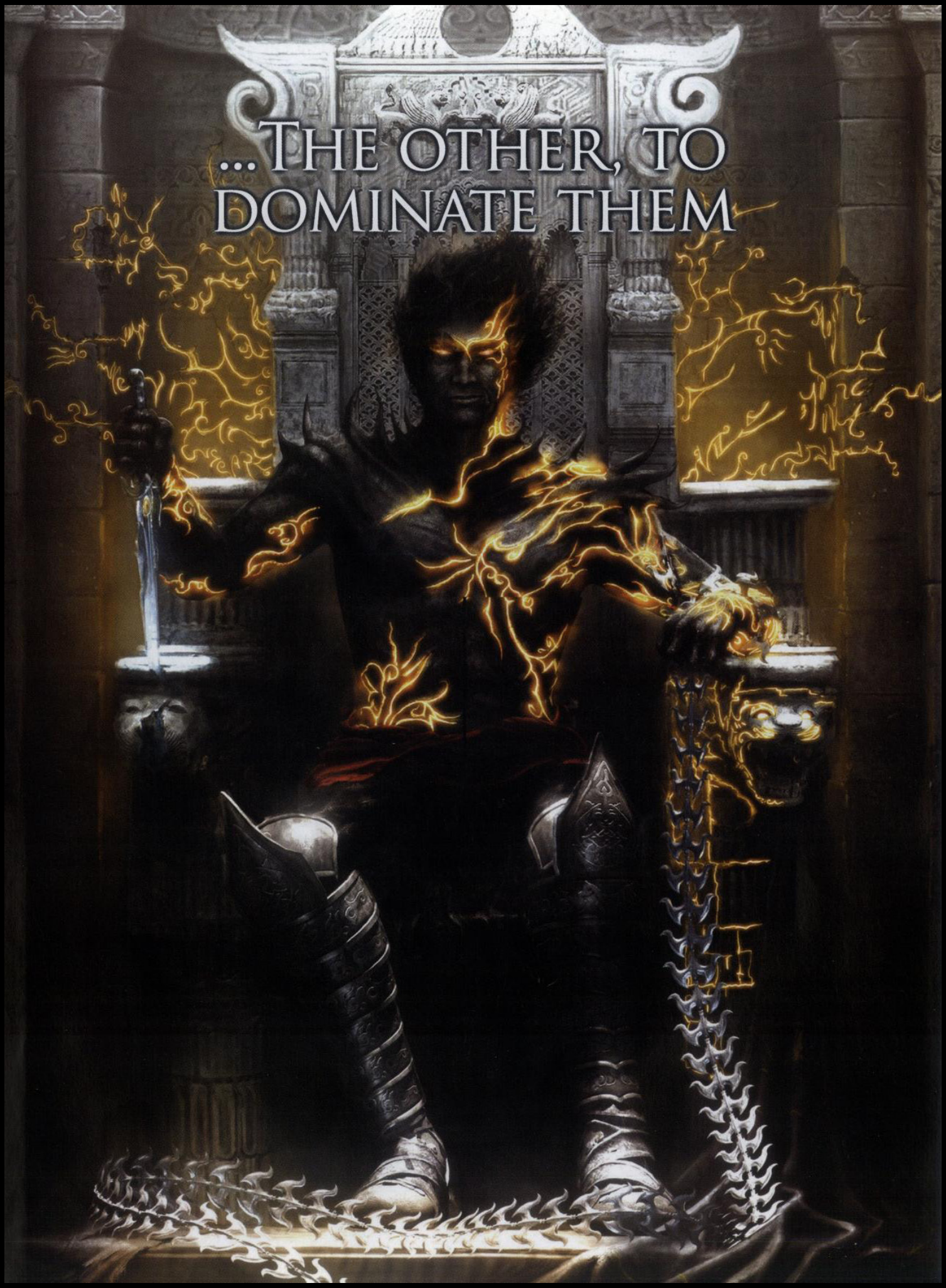
Jordan Mechner, who was the creator of the original Prince of Persia and worked on The Sands of Time but not Warrior Within, however, commented in Wired that *"I'm not a fan of the artistic direction, or the violence that earned it an M rating. The story, character, dialog, voice acting, and visual style were not to my taste."*

Eurogamer complained that the game lost much of its charm by making the game's visuals grimier, the story less involving and mature compared to Sands of Time, and the addition of blood and scantily-clad female characters was in poor taste. GameSpot also criticized the game for having uneven difficulty progression and numerous glitches and bugs.

Non video-game publications also gave the game some favorable reviews. The Sydney Morning Herald gave the game four stars out of five, saying, *"Exploring the labyrinthine citadel is rewarding, although back tracking and frequent deaths can be frustrating."* However, The New York Times panned the game by giving it an unfavorable review and stating that, *"The tone of the game has gone from an Arabian Nights fantasy to something akin to a Marilyn Manson music video. In dark and grimy settings, the once gallant prince curses and jeers as he swings his sword at demons whose decapitations are lovingly shown in slow motion to a soundtrack of screeching guitars."*

The editors of Computer Gaming World nominated Warrior Within for their 2004 "Action Game of the Year" award, which ultimately went to The Chronicles of Riddick: Escape from Butcher Bay.

ONE WANTS TO
FREE HIS PEOPLE...


...THE OTHER, TO
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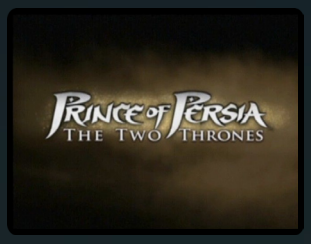
8.5

J N P

Prince of Persia: The Two Thrones



Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) December 1, 2005
Genre	Action-adventure
Mode	1 Player

Prince of Persia: The Two Thrones was released for the Xbox, Windows, PS2, and the GameCube. It was ported to the PSP and Wii, under the title Prince of Persia: Rival Swords. A remastered, high-definition version of The Two Thrones was later released on the PlayStation Network for the PS3. The Two Thrones marked the third and final chapter for The Sands of Time saga, until the release of prequel The Forgotten Sands.

The game is set after the events of Prince of Persia: Warrior Within. After many dangerous adventures, the Prince finally makes his way home to Babylon, bringing with him his new bride Kaileena, the Empress of Time. Their hopes for a peaceful and happy future together are dashed, however, when they arrive in Persia to find the land ravaged by war. Kaileena is promptly captured and murdered by the evil Vizier, and her death unleashes the Sands of Time, from which the Vizier derives terrifying new powers. Once again the Prince of Persia must stand to fight, but this time he will be stronger, thanks to his new alter ego the Dark Prince, borne of the Prince's contact with the Sands. As he fights to reclaim his kingdom from the hands of a madman, he must also battle with his own inner demons as the Dark Prince threatens to consume him entirely.

The game combines exploration and combat. Both elements make use of the Prince's acrobatic capability and agility. Throughout much of the game, the player must attempt to traverse the palace by running across walls, ascending or descending chasms by jumping back and forth between walls, avoiding traps, climbing structures and jumping from platform to platform, making other types of well-timed leaps, solving puzzles and using discovered objects to progress.

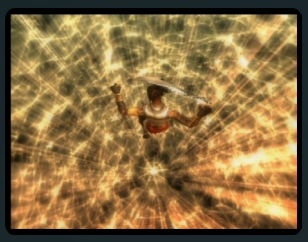
During combat, many of the same moves vital to the player in other situations can be put to use to overpower enemies. An example is the ability of the Prince to jump off walls in order to strike enemies decisively. The player generally attacks enemies and blocks using a dagger, although other objects or factors, such as the Dagger of Time and its time-control abilities eventually prove to be critical to victory.

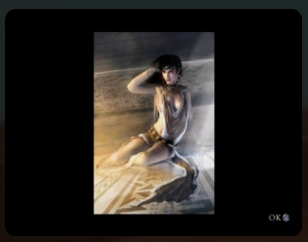
In The Two Thrones, the Prince's acrobatic skills have improved and is now able to launch himself off walls at 45 degree angles at strategically placed vertical shutters, slide down chutes and balance on swinging poles, among other things. The designers have also improved the stealth system. Instead of merely being able to do more damage when striking without being seen, the game uses a speed-kill system. If the player does not complete the speed kill, the enemy knocks him off and the speed kill fails. The number of moves or the length of time required depends on how strong the opponents are. The same system is also used in some of the boss battles.

The Prince also develops a split personality, known as the Dark Prince, and this alter ego constantly bickers with him in his mind about right and wrong. At times, the Prince physically transforms into

into the Dark Prince. These transformations are scripted and not controlled by the player. During these times, however, the Prince retains control of his body, and the player still has control over the character. For the most part, the Prince's dark side is simply an inner voice.

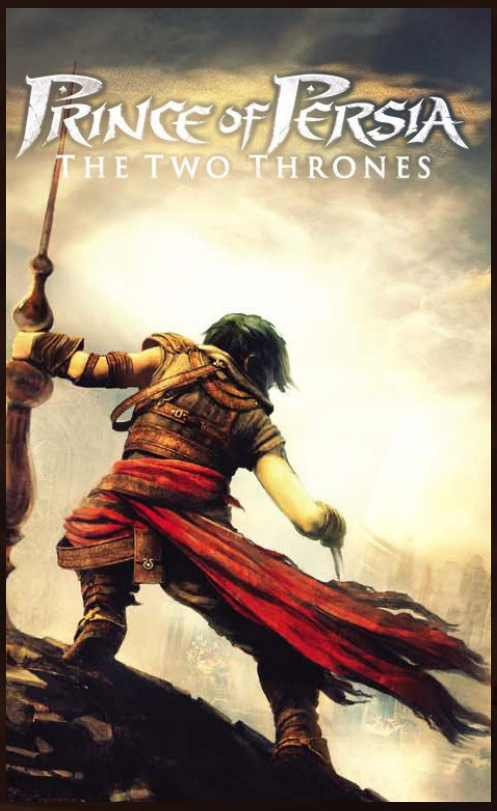
When controlling the Dark Prince, the player loses the ability to wield a secondary weapon, instead using the "Daggertail", a bladed whip fused to his arm. This allows medium range combat moves and new interactions with the environment. The Dark Prince also constantly loses health as a result of the semi-transformation, with eventual death from the loss. He goes back to full health whenever he collects Sand, from either a monster or object. Also, his Daggertail gives him a different button combination for speed kills, in which he strangles his victims. Coming into contact with water allows the Prince to return to normal





The game received positive to mixed reviews. GameSpy gave it four stars on all platforms except the PSP and Wii versions, saying of the PC version, *"All of [the] settings, without exception, are stunning. As might be expected, the sharper, more detailed graphics for the PC version of the game are the clear winner when compared with the consoles, especially at higher resolutions."*

Non video-game publications gave the game some positive reviews. The A.V. Club gave the game an A– and stated: *"The nice thing about sequels to successful games is that all the rough edges are buffed out, and The Two Thrones honors its graceful hero with impeccable controls and design."* Maxim gave it a score of eight out of ten and said that the game *"gets points for cribbing Sam Fisher's stealth skills and using a whip-like weapon that will send "God of War" fans scurrying to gaming chat rooms to voice their displeasure with the similarities. Thankfully, the controversy is worth it for this energetic adventure."* The Times gave it a favorable review and said, *"The graphics are superb, especially on the Xbox, and if you can cope with the frustration of replaying tricky scenes again and again, this could be the game for you."* The Sydney Morning Herald also gave it four stars out of five and stated that *"One of the best new features is the Speed Kill, a stealth attack that requires timed button presses for successful take-downs - a brilliant addition to the already exhilarating game play."* Detroit Free Press gave the PS2 version three stars out of four and said, *"The fighting in The Two Thrones is superb. The prince has a nice array of combination moves that accompany his acrobatic skills. But the signature part of combat is the speed kill, which allows you some nifty and gruesome stealth kills."* However, Charles Herold of The New York Times gave it an average review and stated that *"I felt all the considerable pleasure the game had given me had been taken back."*



Primopuel

Developer	Bandai
Publisher	Bandai
Release date	(jp) November 27, 2003
Genre	Action
Mode	1 Player

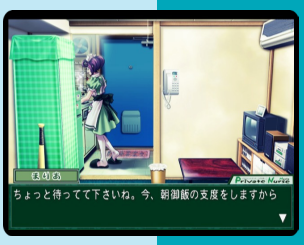
Primopuel is based on the Japanese talking doll toy, Primo Puel, which ended up being a big hit and a favourite with Korean girls. Originally designed to be a substitute boyfriend for young single girls in the workforce, the doll became an unexpected hit with elderly people across Japan.

The game came with a doll that could be plugged into the USB port on the PS2. The doll talks, giggles and even asks for cuddles. The doll have a microphone that the user can talk in and a few mini games.

Private Nurse Maria

Developer	Angel Smile
Publisher	Datam Polystar
Release date	(jp) September 25, 2003
Genre	Visual novel
Mode	1 Player

7.2



Private Nurse Maria is the PS2 port of the Windows hentai visual novel Private Nurse. All the adult content has been removed and the story adjusted accordingly so it works without it. The staff from the original release has been reassembled to update and polish the graphics, soundtrack, and the story scenario. Additionally, after the end game a bonus scenario becomes available which adds more to the story and overall gameplay.

In the game, Hiroki has suffered for years from an unknown illness. Due to his weak constitution, he is unable to live like a normal schoolkid and often has to depend on his best friend Ayano to take care of him. When he can attend school, he often spends most of his time in the nurse's office. Ayano cares for Hiroki more than she is willing to admit, and Hiroki repeatedly pushes her away due to his embarrassment at being unable to "be a man" and fend for himself.

One day, an outlandishly-dressed girl named Maria drops in, and cheerfully tells Hiroki that she is to be his private nurse for one month. Maria will live with Hiroki, give him her personal care, and help cure him.

Prince of Tennis: Form the Strongest Team!

7.1

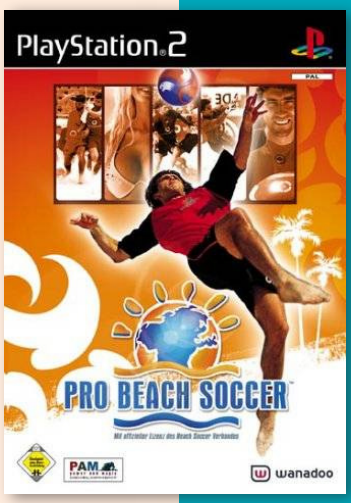
Developer	Konami
Publisher	Konami
Release date	(jp) September 16, 2004
Genre	Sports
Mode	1-2 (4) Players

The game begins with the player choosing their leader, then they can recruit up to four others. The Player will train the players, get their friendship up. And when it comes down to playing they can choose on what players they want to control. After the story mode is complete, the player unlock a bonus mode, where they can play exibition matches with another player.

J

Pro Beach Soccer

7.2



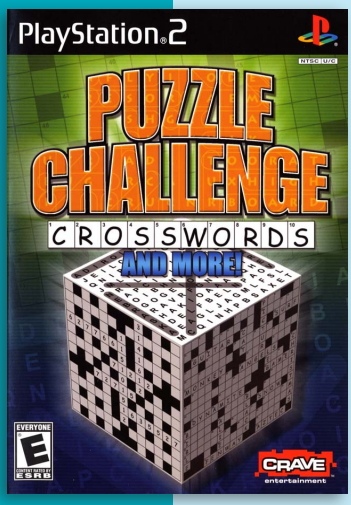
Developer	Pam Development
Publisher	Wanadoo
Release date	(eu) August 29, 2003
Genre	Sports
Mode	1-2 Players

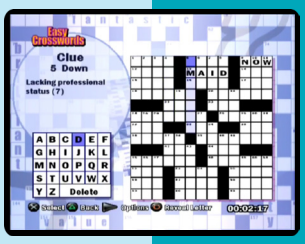
This soccer game offers five-on-five matches with aerial passes, special moves and combos. Set in different locations, including Rio, France, Japan and Venice Beach, California, Ultimate Beach Soccer offers different stadiums, with daytime and nighttime games, including pitch-side shows with DJs, cheerleaders and commentators. Game modes range from quick match to long-term competitions and custom tournaments.

P

Puzzle Challenge: Crosswords And More!

6.3





Developer	Supersonic Software
Publisher	Crave
Release date	(us) June 9, 2006
Genre	Puzzle
Mode	1 Player

The game contains over 1000 unique word and logic puzzle games. It feature different modes, like “Easy Crosswords”, “Challenging Crosswords”, “Codebreakers” - each letter of the alphabet is assigned a number, and players need to figure out which number matches which letter to fill in the crossword puzzle. “Cryptic” and “Diamonds” standard crosswords laid out in a diamond shape.

N

Princess Concerto

7.3

Developer	Headlock
Publisher	Broccoli
Release date	(jp) September 20, 2007
Genre	Adventure
Mode	1 Player

Princess Concerto, originally released for Windows in 2005, was the Headlock 's first real strategy RPG.

The game takes place in a world of elves, monsters, and wizards. In the distant past, the continent of Ragnoa was united by a legendary king. After his death however, a series of wars broke out, resulting in the creation of six smaller kingdoms. After the war, a demon army appeared and attacked one kingdom after the other. Because of their army's size, they quickly overran most of Ragnoa. In this dire situation, the various kingdoms' queens all gather in the kingdom of Raudhia, which has been least hit by the demons' attacks.

In between the game's turn-based strategy battles, players will get to talk to heroines as in every visual novel. Depending on the replies they give during those conversations, the story will develop in different ways.

Princess Lover! Eternal Love for My Lady

7.7

Developer	Comfort
Publisher	Comfort
Release date	(jp) January 28, 2010
Genre	Visual novel
Mode	1 Player

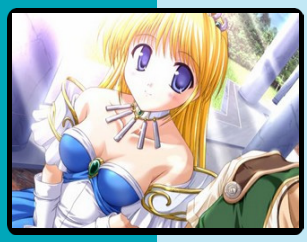
Princess Lover!: Eternal Love For My Lady is a port of the 2008 Windows game, Princess Lover!. It was the first title developed by Ricotta. The port feature remastered graphics, and additional scenarios for Ayano Kaneko, a supporting female character being promoted to a heroine.

The gameplay in Princess Lover! follows a linear plot line which offers pre-determined scenarios and courses of interaction, and its story focuses on the appeal of the four female main characters.

The main character, Arima Teppei, lost his parents in a traffic accident. His grandfather Isshin adopted him and ordered him to succeed the head of Arima Group Corporation. At Shuuhou Gakuen, a high school only for wealthy students, Teppei's new life as a celebrity starts.

Princess Holiday: Korogaru Ringo Tei Senya Ichiya

7.4



Developer	August
Publisher	Alchemist
Release date	(jp) May 27, 2004
Genre	Visual novel
Mode	1 Player

Princess Holiday: Korogaru Ringotei Senya Ichiya ("Princess Holiday: Rolling Apple Pavilion's One Thousand and One Nights"), usually shortened to Princess Holiday, is a Japanese adult visual novel developed by August and first released for Windows on September 27, 2002. It was later ported to the Dreamcast and PS2. Princess Holiday's story follows Cliff Cloud, who has to help the princess, Leticia La Mew Symphonia, stay undercover under the name Leticia Apple in his hometown.

Princess Holiday enjoyed high sales, charting five times in the national sales ranking of bishōjo games. The gameplay follows a branching plot line which offers pre-determined scenarios with courses of interaction, and focuses on the appeal of the five female main characters by the player character. Princess Holiday has made transitions into other media, such as a light novel, art book, albums, and a 2-episode OVA series.

J

Princess Nightmare

7.8

Developer	Karin Entertainment
Publisher	Karin Entertainment
Release date	(jp) April 24, 2008
Genre	Visual novel
Mode	1 Player

Princess Nightmare is a visual novel about Litoru Vampalaire, a hundred and fourteen year old vampire girl who leaves her home country Transylvania with her father and elder brother in order to escape from being assassinated. After much traveling, they arrived at Japan. With her father's permission, Litoru entered a night school in and began making friends. Just when she is enjoying school life like a normal fourteen year old girl, she is involved in ploys devised by people and demons who aims at depleting the vampire race and gaining their power. To escape from this battle unscathed, her family and she must choose the right options and utilize their full powers as vampires.

"psxdatacenter.com"

J

Princess Princess

Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) October 26, 2006
Genre	Visual novel
Mode	1 Player

Princess Princess is a visual novel based on a manga series written and illustrated by Mikiyo Tsuda. The game revolving around the lives of three boys chosen to dress up as girls at the all-boy school they attend, which also happens to be the most elite school in the area. The main protagonist, Toru Kouno, is one of the boys chosen to a Hime or "Princesses", which is a tradition at the school in order to break up the monotony of life surrounded by nothing but males. Students (based on certain qualifications) are selected to be Princesses and are made to dress up as girls and attend school functions like this.

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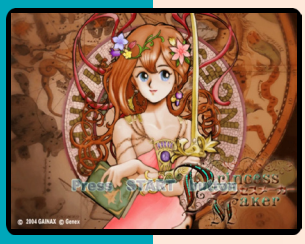
J

7.6

Princess Maker



J

Developer	GeneX
Publisher	GeneX, CyberFront, (ko) Gainax
Release date	(jp) April 28, 2004
Genre	Simulation
Mode	1 Player

The first of the Princess Maker games, first released on the MSX2 system, was a popular MicroCabin game at the time of its release in 1991. It was re-released in a 'Refine Edition' with enhanced graphics and voices. The Refine Edition is out for the PS2 as well as Windows.

The player is in charge of a war orphan, Maria, after defeating an evil demon. This game is similar to Princess Maker 2, but one cannot give pocket money to the daughter, and in this version, the player can send the daughter to town to view the people's opinions of her. The Harvest Festival has a Combat Tournament and a Miss Kingdom Contest. If the daughter succeeds, her popularity will rise. There are 74 possible endings, ranging from humble jobs such as a soldier or a mason, to prestigious jobs such as Archbishop or Prime Minister, to "dark side" jobs such as prostitute or crime lord. In addition, numerous factors decide whether or not the daughter is successful at her job, if she marries, and whether she has children.

Princess Maker 2

7.8

Developer	GeneX
Publisher	CyberFront, (ko) Gainax
Release date	(jp) September 30, 2004
Genre	Simulation
Mode	1 Player

Princess Maker 2 is the second instalment in the Princess Maker series of life simulation games developed by the Japanese company Gainax.

In this fantasy game, the player takes role of a war hero who raises a girl to the age of 18. At the end of the game, the daughter goes into a line of work; what this work is, how much talent she has for it, her marital life, and her overall happiness all depend on the player's actions.

The game takes place in a fantasy world roughly modelled after medieval Europe. The starting year is given as 1210 K.D. The player's character is a famous warrior who defended the kingdom from an invasion by Lucifon, the Prince of Darkness (a corruption of Lucifer); consequently, he is known throughout the land as a military hero and receives an annual salary from the palace. One night, he receives a communication from a god whose identity is determined by the birth date the player selects at the beginning of the game. This god bestows upon the mentioned player a child of the heavens, and it is their duty to raise her from the age of 10 to the age of 18, at which point she will enter a line of work; the most desirable outcome is that of a royal princess.

The daughter has a set of statistics that fluctuate depending on the activities the player assigns to her schedule, including various part-time jobs, schooling, adventure, and free time. It is these statistics that ultimately determine her final occupation, her skill level in her line of work, and her overall happiness in life; her marital fate is also decided, in part, by these statistics. The game also makes use of some invisible statistics to determine the occurrence of certain special events. The game features 74 possible endings.

Along with the original Princess Maker 1, Princess Maker 2 has received a newer "refined" remake for Windows. The overall graphics and sound quality of the game have been improved, along with various other elements. An English-language version of Princess Maker 2 Refine was released via Steam in Fall 2016.

Best Hit Selection

Korean Release

J

Princess Maker 4

8.2

Collector's Edition

Korean Release

J

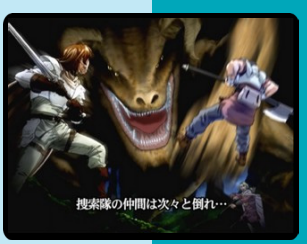
Developer	West One
Publisher	Jinx, CyberFront, (ko) Gainax
Release date	(jp) September 1, 2005
Genre	Simulation
Mode	1 Player

Unlike past installments, Princess Maker 4 was developed by GeneX, although Takami Akai (original series creator) remained on hand as a supervisor. T

Structurally, Princess Maker 4 draws much inspiration from Princess Maker 2, although an adventure mode does not exist anymore. As with PM3 (released for the PlayStation, Windows, and Sega Saturn), full voiceovers have been recorded, including contributions from famous voice actors like Sakurai Takahiro (Prince Sharul/Charles). PM4 is highly drama-oriented. Throughout the game, there are various event scenes that offer clues about the players daughter's past, not to mention the war between humans and non-humans and her demonic roots. This is probably what differentiates it the most from previous PM games. Another change is that most of the vice-related jobs are less "adult-oriented" as it is impossible for the daughter to receive more sinful jobs such as Cabaret Dancing or as an assassin.

The story begins when the player, a soldier, falls in love with a mysterious woman. However, she disappears, only to be found by him a few years later. She hands him the child, whose default name is Patricia, along with Cube the butler, and so his quest to fatherhood begins.

Earlier, there was an entirely different Princess Maker 4 in the works. Under development at Ninelives, the game was to take place in modern Tokyo rather than the medieval world featured in the final game. This project was eventually abandoned due to Akai's health failures. However, the concept went on to be the basis of Princess Maker 5, for example - the modern Japan setting and the fact that Cube can transform himself into a dog.



Princess Maker 5

8.2

Developer	CyberFront
Publisher	CyberFront
Release date	(jp) February 7, 2008
Genre	Simulation
Mode	1 Player

Princess Maker 5 is the fifth game from the main Princess Maker series originally released for Windows in 2007. A PS2 versions of the game followed in 2008. That version includes various Gainax references, such as the use of Neon Genesis Evangelion and Gurren Lagann costumes. A PSP version was also released in 2008.

It has several differences from previous titles in the series. The environment has become a modern setting presumably in a fictitious city somewhere in Japan, and instead of being only able to take on the role of a father, the player can now play as a mother or a father.

The gameplay has received several major changes as well, including changes to the scheduling of her courses/work, which no longer follows the monthly timeline but follows a more lengthy weekly timeline. More detailed choices are available on how lenient you are on her diet, curfew, allowance and her disposition towards school, people around her, and how she should think. RPG elements have been implemented as well, though nowhere as intensively as Princess Maker 2, the player can now let his/her daughter go explore in the worlds that are parallel to her own.

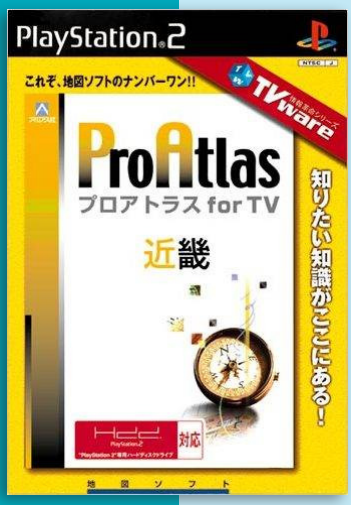
The player in this game is a retired hero of a human realm parallel to the modern world. The daughter is a girl from a royal heritage, and one of many candidates to assume the role of princess. However, following the assassinations of the other candidates, she became the target as well. Her entire family is killed during the attempt on her life. As her protector, Cube saved the player's daughter and requested the player to take care of the daughter until she reaches the age of 18. So the journey of parenthood unfolds with Cube's help.

First Print Limited Edition

Pro Atlas

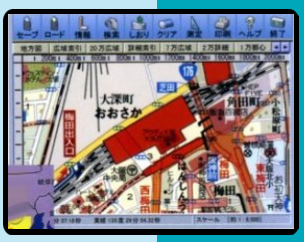
Pro Atlas is a four part series that includes a database and detailed maps on the different regions in Japan. The series supports a USB keyboard and USB mouse. The games feature different search functions; “Address search”, where users can search for an address. “postal code search” where users can search a zip code. And “facility name search” where users can search up the name of the facility. The software also includes a “bookmark” function. The “Information” function let users read about different tourist spots and sightseeing spots. In addition, the software includes details of airports, railroad route maps, expressways, etc.. It is also possible for the software to measure the distance and time, if the user specify a route on the map, and the mode of transportation, like walking, bicycle or car. The software is also compatible with a USB printer where users can print out the information displayed on the TV.

Pro Atlas for TV: Kinki



Developer	Artdink
Publisher	Artdink
Release date	(jp) December 27, 2001
Genre	Miscellaneous
Mode	1 Player

The Kinki version includes maps and information of the Kansai region, that lies in the southern-central region of Japan’s main island Honshū. The region includes the prefectures of Mie, Nara, Wakayama, Kyoto, Osaka, Hyōgo and Shiga, sometimes Fukui, Tokushima and Tottori. The Kansai region is a cultural center and the historical heart of Japan, with 11% of the nation’s land area and 22,757,897 residents as of 2010.



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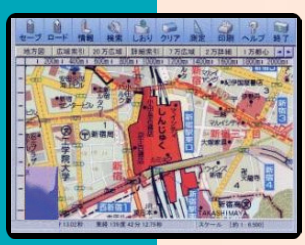
Pro Atlas for TV: Shutoken



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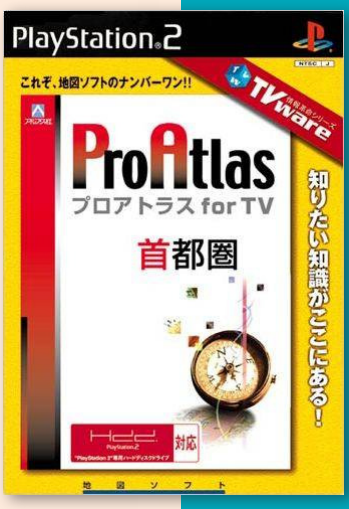
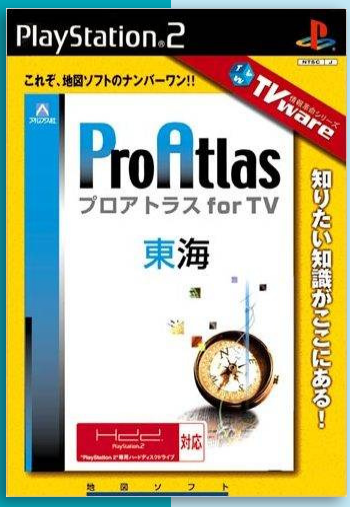
Developer	Artdink
Publisher	Artdink
Release date	(jp) December 27, 2001
Genre	Miscellaneous
Mode	1 Player

The Greater Tokyo Area is the most populous metropolitan area in the world, consisting of the Kantō region of Japan, including Tokyo Metropolis, as well as the prefecture of Yamanashi of the neighboring Chūbu region. In Japanese, it is referred to by various terms, one of the most common being Capital Region (首都圏 Shuto-ken).

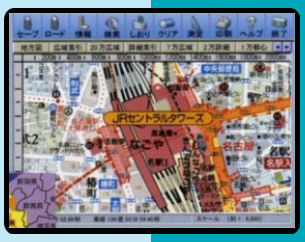


Pro Atlas for TV: Toukai



Developer	Artdink
Publisher	Artdink
Release date	(jp) December 27, 2001
Genre	Miscellaneous
Mode	1 Player

The Tōkai region (東海地方 Tōkai-chihō) is a subregion of the Chūbu region and Kansai region in Japan that runs along the Pacific Ocean. The name comes from the Tōkaidō, one of the Edo Five Routes. Tōkai is a heavy manufacturing area and is one of the most industrial regions in Japan. Its coast is lined with densely populated cities with economies that thrive on factories.



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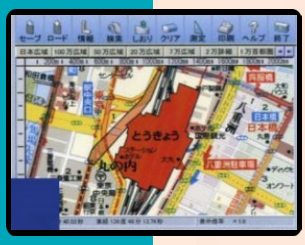
Pro Atlas for TV: Zengokuban



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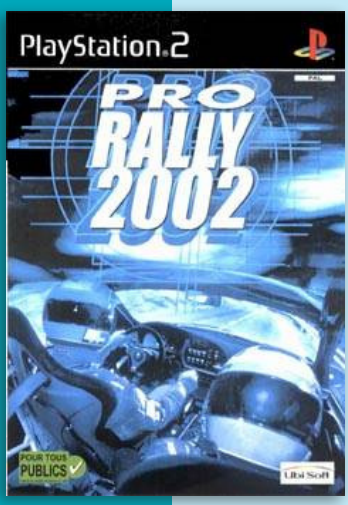
Developer	Artdink
Publisher	Artdink
Release date	(jp) December 27, 2001
Genre	Miscellaneous
Mode	1 Player

The National Edition is a map software detailing the whole of Japan. The game feature a more broad look at Japan, where the other 3 softwares include a more detailed look on the different regions. This is more of a map than a information guide. The software includes a search function where users can use to search for places.

Pro Rally 2002

5.2



Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) March 28, 2002
Genre	Racing
Mode	1-2 Players

Pro Rally 2002, sequel to the 2001 game Pro Rally 2001, contains 20 licensed cars including Toyota Corolla WRC Audi Quattro and 48 courses. It features stages all over the world including places like Italy, Argentina, England, and Sweden.

Game modes include; Time Trial, School, Championship Arcade, Trophy and Versus.

P

Prisoner of War

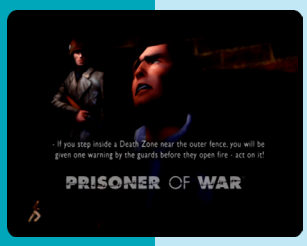
6.3

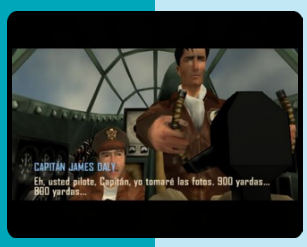
Developer	Wide Games
Publisher	Codemasters
Release date	(eu) July 19, 2002
Genre	Action-adventure
Mode	1 Player

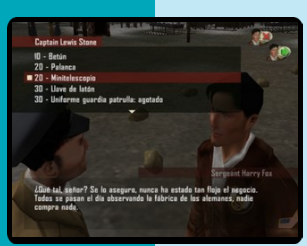
It is World War II, and the player takes the role of an American pilot, Captain Lewis Stone, who is thrown into a prison camp of the Nazis. While attempting to escape the camp, Captain Stone discovers that the Germans are developing a secret weapon they intend to use against the Allies. Soon his personal wish of escape turns into a desire to save the world from the destruction the Nazis are planning.

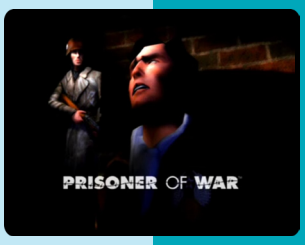
Prisoner of War is somewhat different from other stealth games in that, although other stealth games utilise some small form of violence for the player to achieve his objectives, this game portrays little to no violence. For example, if the Nazi guards on duty, spot the player acting suspiciously, they will not shoot on sight. Instead, they will call on the player to cease his activity. If the player continues to disobey the guard, the guard will shoot him. There are other similar such scenarios for the player losing. If the player is near the guard when he is caught acting suspiciously, he will automatically surrender and lose. These scenarios open up a whole new dimension of ideas for the player to achieve his objectives, but the key aspect to the completion of this game is stealth. It also makes this game extremely difficult to complete. Furthermore, the game does not provide the player any combat mechanics; the player is unable to fight or kill any of their opponents and is instead required to complete their objectives through the use of stealth and deception.

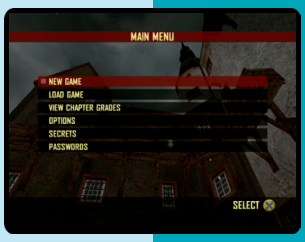
In many escape attempts during World War II, success has been based on individuals working together towards a final escape. Prisoner of War is no exception in that the key to a successful escape attempt is through the player interacting with the other inmates in the camp. This interaction is portrayed in the game by allowing the player to choose from a number of dialogue options for which his fellow inmates will respond. Fellow inmates are always willing to help out and provide information either for free, or for a certain fee.

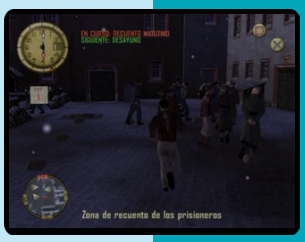








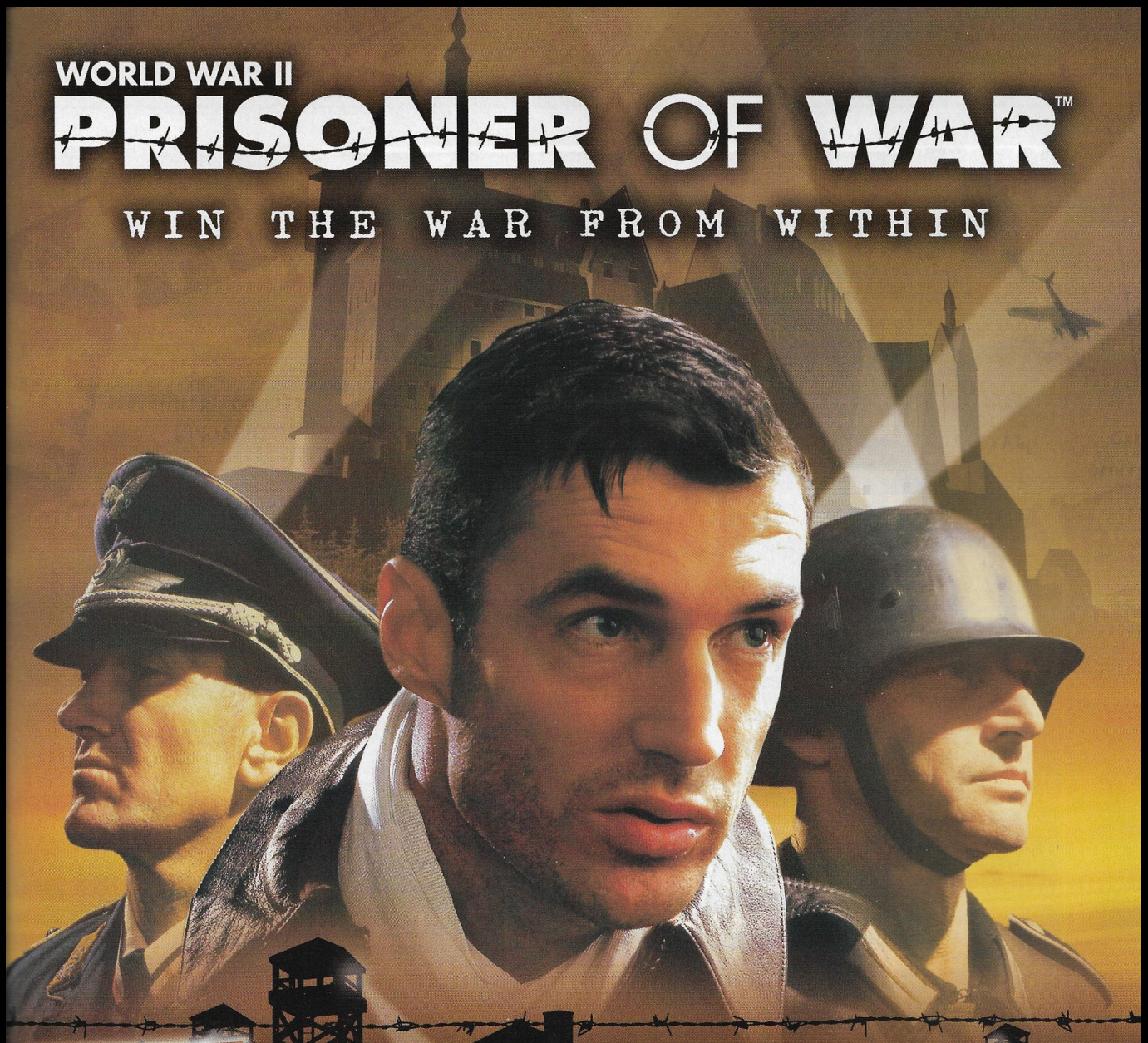


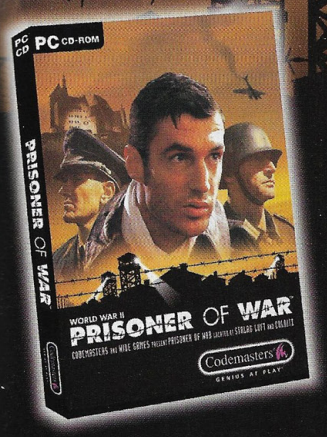


WORLD WAR II

PRISONER OF WAR™

WIN THE WAR FROM WITHIN





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GENIUS AT PLAY™

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Project Eden

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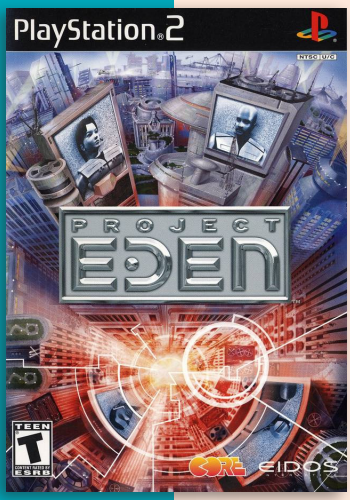

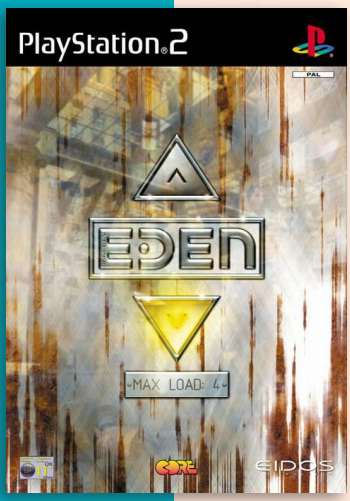

Developer	Core Design Ltd.
Publisher	Eidos Interactive
Release date	(us) October 22, 2001
Genre	Action-adventure
Mode	1-2 (4) Players

Project Eden is a 2001 action-adventure released for Windows and PS2. A Dreamcast version was planned but cancelled.

The game is set in the future. Earth's population has grown, and because of this, humongous skyscrapers have been erected. The rich and average live in these skyscrapers, while the poor, deranged, illegal and criminals live at the very bottom, in the scummy area. The only time people go do down there is to do foundation maintenance. Recently, a team of engineers has gone missing at the "Real Meat Factory", and the Urban Protection Agency (UPA) team is sent in.

Project Eden is a 3D shooter with an emphasis on puzzle-solving. The player takes control of four UPA agents: Carter Dorlan, Andre Herderman, Minoko Molensky, and Amber Torrelson. Each of the protagonists has his or her own special ability, which must be frequently used to solve puzzles and advance in the game. Carter can interview suspects and open locked doors; Andre uses a special Omnitool to repair broken equipment or machinery; Minoko can hack into computer terminals, accessing information and controlling cannons, robots, tanks, and other machines; Amber can shoot pulse laser bolts and missiles, and is unaffected by hazards such as flames, poison gas, electricity, cold temperatures, etc.

Problem-solving in the game often involves cooperation between characters. Shooting can be done from either first- or third-person perspective. The game also contains a multiplayer mode, allowing up to four players in a cooperative or deathmatch game.

Project Eden received mixed to positive reviews from critics. GameRankings and Metacritic gave the PS2 version 75.48% and 71/100. IGN ranked it as the 87th best PlayStation 2 game.

Project Eden was a nominee for GameSpot's 2001 "Best Adventure Game" award, which ultimately went to Myst III: Exile.

"mobygames.com"

Pro Bull Riders: Out of the Chute

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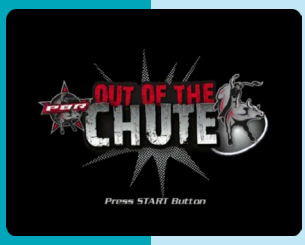
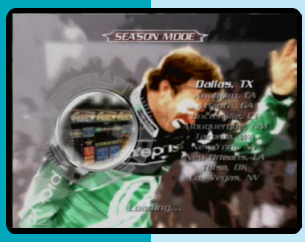
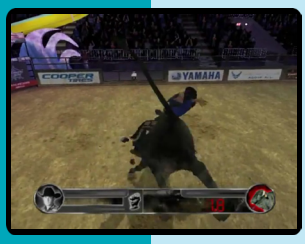
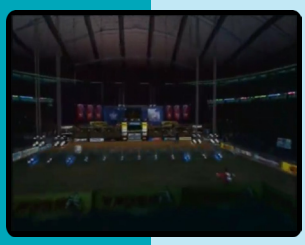


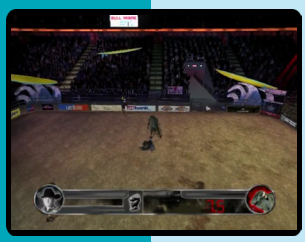
Developer	D2C Games
Publisher	Crave
Release date	(us) October 28, 2008
Genre	Sports
Mode	1-4 Players

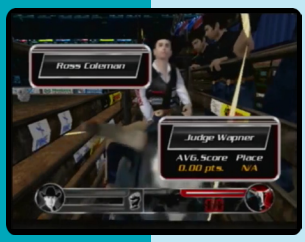
PBR: Out of the Chute gives players the opportunity to experience PBR (Professional Bull Riders) either through the eyes of the riders themselves or the bulls (24 total, 12 of each), each with their own strengths and weaknesses as well as signature moves. The goal for the riders is to stay on for a full eight seconds while the bull's is to buck off the rider as fast as possible.









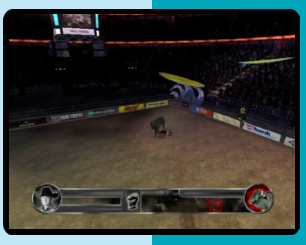


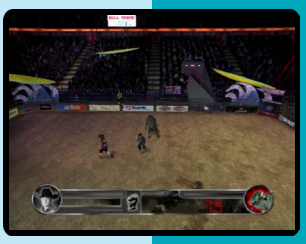
The modes consists of a quick ride as either a rider or a bull or a tutorial that the player can learn the controls of the two. There is also an unlimited mode where players can battle a bull without the eight second rule and see how long they can stay on. There is also a season mode where the player can either use a rider or a bull in a ten city schedule (Dallas, Anaheim, Atlanta, Uncasville, Albuquerque, Tacoma, New York, New Orleans, Tulsa and Las Vegas) in an attempt to win the championship or the award for Bull of the Year with each event lasting three rounds.

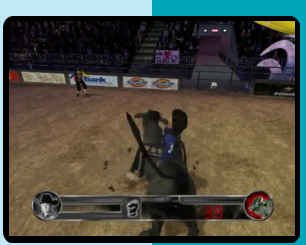
There are two different meters with the same purpose, the rider has a health meter which can be lowered, the lower it is the more likely the player will be thrown off. Additionally, if a rider is injured in a ride, their health will be depleted slightly for the next round. A rage meter is used for the bull, the higher the meter the more likely they can buck off a rider, but the lower it is the more the rider has a chance to complete the ride.

There are also power-ups that can be obtained through the season mode (however only in the medium and hard difficulty levels) that are obtained for scoring a certain sets of points for a round. For the rider a spur is obtained and can be used to slow down the bull while the bull receives a set of horns that speeds up the bull and increases the chances of throwing off a rider. These power-ups are activated by pressing and holding the Down button on the D-pad for a second.

There is also multiplayer capabilities where two friends can battle head-to-head, one as the rider and the other as the bull.

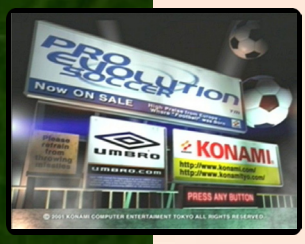


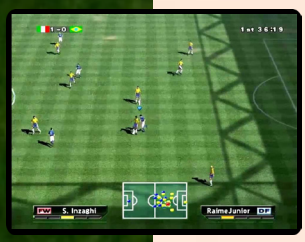




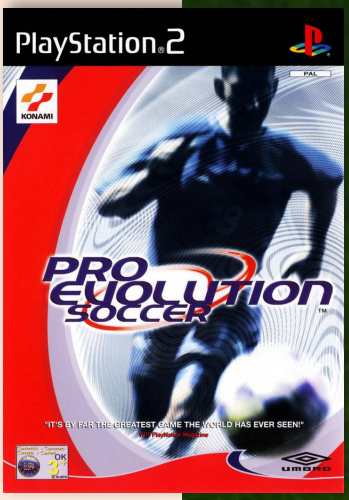
Pro Evolution Soccer

7.8





Developer	KCET
Publisher	Konami
Release date	(jp) March 15, 2001
Genre	Sports
Mode	1-2 (8) Players



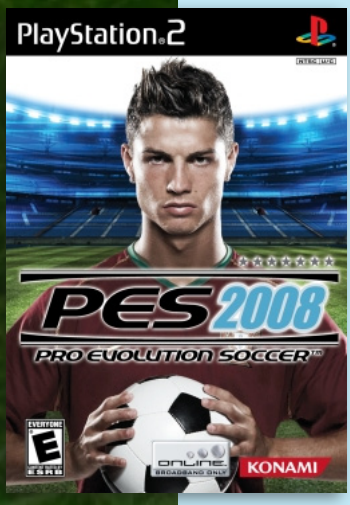
Pro Evolution Soccer (also known as World Soccer: Winning Eleven 5 in Japan and North America and often abbreviates as PES) is the first instalment of Konami's Pro Evolution Soccer football game series that was released in 2001.

The game has more than 50 international soccer sides and 16 of the best club teams from around the world.

The player also has a large array of options. The player can play single matches as well as league or cup tournaments, and there is also a training mode. There are 5 difficulty levels, different weather conditions, and injuries are optional, as are extra time and penalty shoot-outs. Players can be designed with a range of physical and mental attributes, as well as different appearances.

J P

Pro Evolution Soccer 2008



Developer	Konami
Publisher	Konami
Release date	(eu) October 26, 2007
Genre	Sports
Mode	1-2 (8) Players

8.2

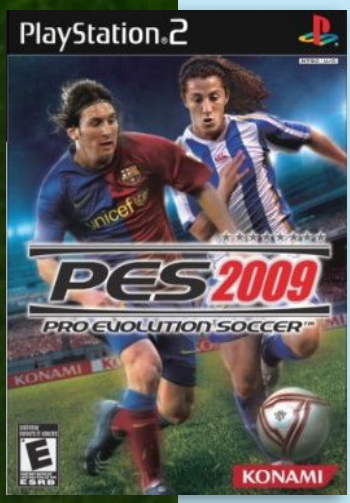
Pro Evolution Soccer 2008 (Known as World Soccer: Winning Eleven 2008) is the 7th installment in the series. The game cover features Portugal and Manchester United player Cristiano Ronaldo and a local player (Michael Owen in the UK, Didier Drogba in France, Jan Schlaudraff in Germany, Gianluigi Buffon in Italy and Lucas Neill in Australia).

The player can choose between numerous (partly licensed) teams and use the usual playing modes, e.g. training, cup championships or the Master League with a few additional managerial components. The main differences to the previous game are a new adaptive AI for the Master League and a new animation system.

J N P

Pro Evolution Soccer 2009

7.2



Developer	Konami
Publisher	Konami
Release date	(eu) October 31, 2008
Genre	Sports
Mode	1-2 (8) Players

Pro Evolution Soccer 2009 is the eight game of the Pro Evolution Soccer Series and features for the first time the “Become A Legend” mode in which players can create their own player and improve him playing in clubs all over Europe as well as playing with your national time in many international cups.

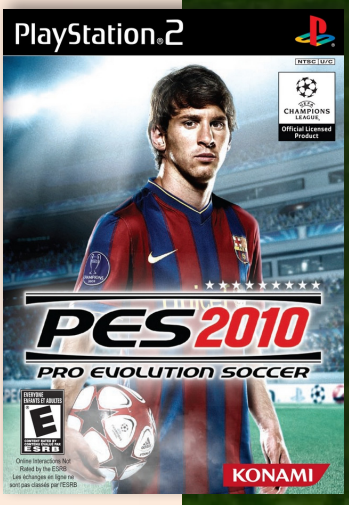
The Ligue 1 and the Eredivise are the fully licensed leagues. The Premier League, the LFP and the Calcio leagues are partially licensed and for the first time players will be able to play the UEFA Champions League. They can also play with many other teams from other countries as well as 60 national teams in many leagues and cups. The “Master League” mode is still available.

The game has new moves, readjustment for ball movements, new animations and improved graphics.

Pro Evolution Soccer 2010

7.7

Developer	Konami
Publisher	Konami
Release date	(eu) November 6, 2009
Genre	Sports
Mode	1-2 (8) Players



Pro Evolution Soccer 2010 follows the yearly installments of the football franchise and comes with up-to-date player transfers for the 2009/2010 season. The game features many new moves and the players move more slowly and realistic. Even a mediocre player can now have a lucky strike and hit the net from 40 meters away. Most graphical improvements go into the detail of players’ faces and shadows. Although there are still five levels of gameplay, this time the computer AI acts differently from before and opens up new ways to play the game.

Unlike earlier installments, the player’s individual graphical representation is gone. It is still possible to see them as a part of an entire team, but no longer for individual players.

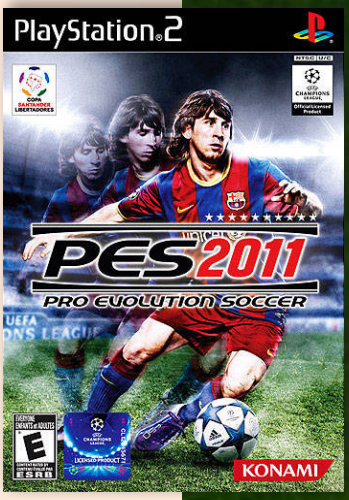
Pro Evolution Soccer 2011

7.8

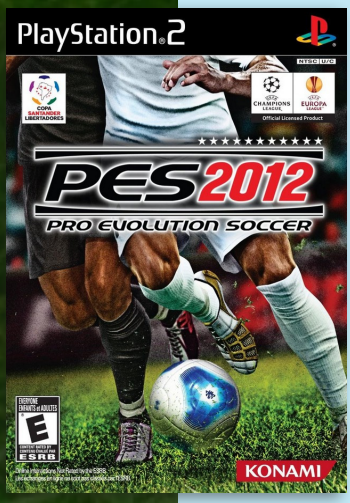
J N P

Developer	Konami
Publisher	Konami
Release date	(eu) October 29, 2010
Genre	Sports
Mode	1-2 (8) Players

Pro Evolution Soccer 2011 comes with new teams for 2010/2011 and new features. Fending off the attackers from the early versions is here and fending off means a lot if players want to dribble the opponent or keep the ball in their possession in one-on-one tackle. Players can now turn on stamina gauge above controlling player and see ball kicking gauge every time they hit a ball, be that shooting on a goal or a simple pass to another friendly player. There is more detailed game plan than before with adjustment of strategies, especially when it comes to positions of an individual player. According to Konami, aside the typical passing, feints, dribbling or defence actions, this game features over 1000 new motions, but what can be done with the ball depends, as usual, on the player you are controlling.



Pro Evolution Soccer 2012



Developer	Konami
Publisher	Konami
Release date	(eu) October 28, 2011
Genre	Sports
Mode	1-2 (8) Players

Pro Evolution Soccer 2012 was released as World Soccer: Winning Eleven 2012 in Asia.

In various playing modes the player takes control over a team to dominate the match. This includes a mode where a single athlete is controlled, the league in which additional management jobs are undertaken and a training mode. New in this version is the club boss mode with even more tasks to take care of.

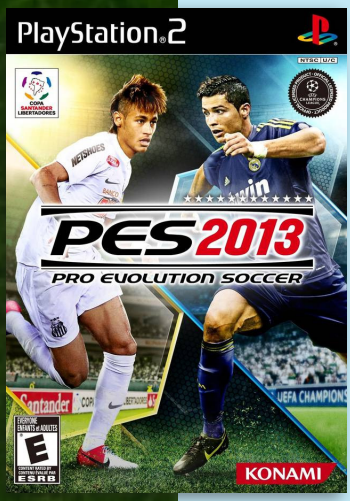
The direct pass system, introduced in a former installment of the series, has now five settings so new players can slowly accustom to them. Besides a few new graphical effects, the main improvements are regarding AI and controls, most notably the possibility to manually control a second athlete of the own team. The license package is mostly the same as in the predecessor with a few additional teams.

7.3

J N P

Pro Evolution Soccer 2013

7.5



Developer	Konami
Publisher	Konami
Release date	(eu) October 26, 2012
Genre	Sports
Mode	1-2 (8) Players

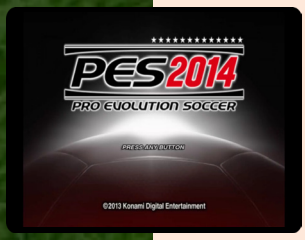
For the first time of the series, all 20 teams from the Brazilian national league, Campeonato Brasileiro Serie A, are included in the game series. The UEFA Champions League and UEFA Europa League features in the game.

The game also has a couple of different game modes. Some game modes let players take part with a team in a tournament, play the life of a soccer legend, win a championship or take part in an online match.

N P

Pro Evolution Soccer 2014

7.5



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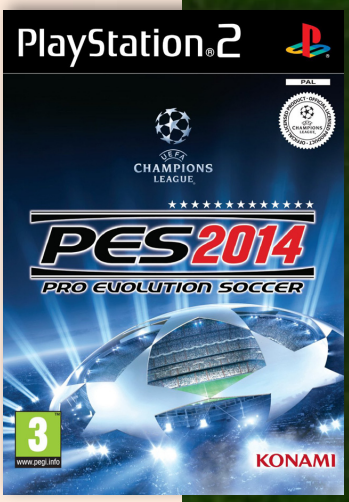
Developer	Konami
Publisher	Konami
Release date	(eu) November 8, 2013
Genre	Sports
Mode	1-2 (8) Players

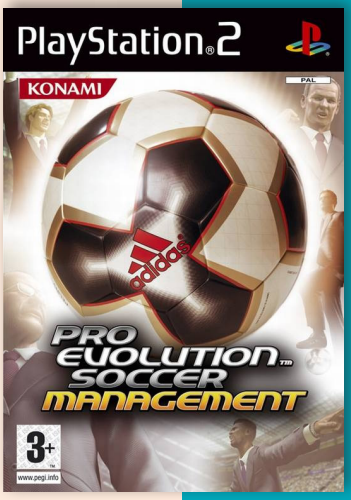
Pro Evolution Soccer 2014 is known in Asia as World Soccer: Winning Eleven 2014 in 2013 and also World Soccer: Winning Eleven 2014 - Aoki Samurai no Chousen (Japan only) in 2014. Once again, the UEFA Champions League, UEFA Europa League and UEFA Super Cup competitions are fully licensed in the game, and the First Playable UEFA Europa League without entering Master League, Become a Legend, and/or League. For the first time, the game features an exclusive license for the AFC Champions League, the Argentine Primera División, Chilean Primera División, and Arabic commentary as well, by Rhaouf Khelif of beIN Sports, also Argentinean commentary, by Mariano Closs and Fernando Niembro, and Chilean commentary by Fernando Solabarrieta and Patricio Yáñez of Fox Sports Latinoamérica.

Pro Evolution Soccer 2014 was the last game in the series for the PS2 and was released in Europe. It is also the last retailed PSP game released in Europe and the Asian mainland which ceased production in January 2013 and December 2014 respectively. In the Japanese version of this game, the cover art features the Japan national football team.

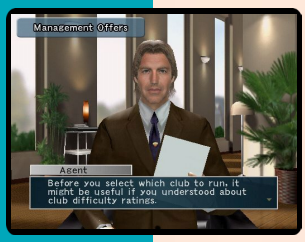


5.9

Pro Evolution Soccer Management



Developer	Konami
Publisher	Konami
Release date	(eu) March 24, 2006
Genre	Sports, Strategy
Mode	1-2 Players



Pro Evolution Soccer Management is the second soccer management game in the PES series.

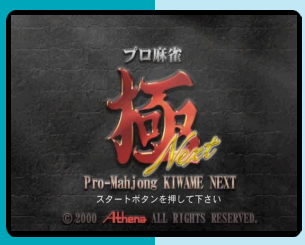
The game is based around the 2005/06 soccer season. At the start of the game, players are asked to select the club they want to manage. Players have a selection of 114 clubs, ranging from 6 different leagues to choose from. These are: Premier League of England. La Liga of Spain. Serie A of Italy. Bundesliga of Germany. Ligue 1 of France. And Eredivisie of the Netherlands.

Every time a match is completed, Glory Points are earned. Glory Points can be spent within the game to unlock certain players, extra features, etc. When a certain total is reached, players can apply to manage at a new club. As players stay at a club for longer, they will earn more Glory Points.

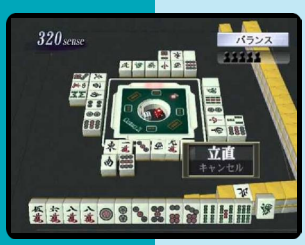
The game received fairly negative reviews, mostly due to the high quantity of unlicensed features in the game. Several team managers and team names are incorrect. Also, if a player is not licensed in the game, they will not appear in search results. Another point of criticism is the fact that clubs cannot be relegated, therefore the same clubs stay each single season. This has been considered very unrealistic and 'lazy' on the part of the creators.

5.0

Pro Mahjong Kiwame Next



Developer	Athena
Publisher	Athena
Release date	(jp) August 31, 2000
Genre	Board
Mode	1 Player



This was the Pro-Mahjong Kiwame's series debut on the PS2. The series focuses on high-level mahjong play. The game feature four-person mahjong gameplay with different degrees of difficulty. The game have a save feature and includes 29 individuals characters to play against. Characters include Japanese celebrities such as New Japan Wrestler, Keiji Muto, and cartoonist, Nobuyuki Fukumoto.

Pro Yakyuu Japan 2001

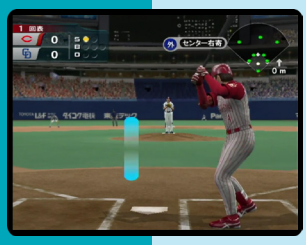
Developer	Konami
Publisher	Konami
Release date	(jp) November 8, 2001
Genre	Sports
Mode	1-2 Players

The game is licensed by Japan Baseball Organization, and includes 11 official stadiums to play on, real players and 12 real teams. The game have statistics from the 2001 season. The players are modelled after their real counterpart, with the face, body type and play style designed to each player. Players also take the role of a manager and have to take decisions on how to get the team to victory.

J

7.0

Pro Yakyuu Netsu Star 2006



J

Developer	Namco
Publisher	Namco
Release date	(jp) April 6, 2006
Genre	Sports
Mode	1-2 Players

Pro Yakyuu Netsu Star 2006 is a baseball game, developed and published by Namco, which was released in Japan in 2006. This game marks the 20th release of Namco baseball series. The game strives to be as authentic as possible, with detailed player data which simulate the baseball players habits and play style.

Pro Yakyuu Netsu Star 2007

6.7

Developer	Namco
Publisher	Namco
Release date	(jp) April 5, 2007
Genre	Sports
Mode	1-2 Players

Pro Yakyuu Netsu Star 2007 is was developed and published by Bandai Namco Games, which was released in Japan in 2007. It feature real professional baseball players based on the 2007 statistics, as well as trying to reproduce the atmosphere of the official stadiums. Players can play in eleven different modes such as “Open” where they can choose their favourite team and compete against another player.

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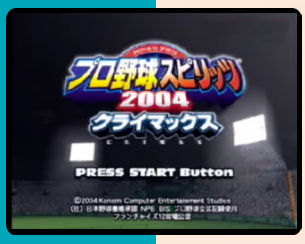
Pro Yakyuu Spirits 2004

6.1



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Developer	Konami
Publisher	Konami
Release date	(jp) March 25, 2004
Genre	Sports
Mode	1-2 Players

Pro Yakyuu Spirits 2004 was developed by Pawapuro Production and published by Konami for the PS2. The game was only released in Japan. The game incorporates data for 528 players from the time of the opening of 2004. It is also possible for players to create and raise original players using the rookie mode.

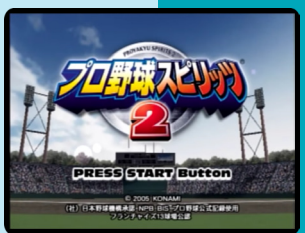
The "Climax" version has updated mid-season players data.

Pro Yakyuu Spirits 2

8.2

Developer	Konami
Publisher	Konami
Release date	(jp) April 7, 2005
Genre	Sports
Mode	1-2 Players

Pro Yakyuu Spirits 2 is the 2005 edition of the popular Nippon Professional Baseball league simulation. The game feature about 450 unique motions recorded for the different player models. Players can also play in the Pennant League for up to three years. Players also acts as a manager, where they have to organize the team, such as draft conferences, and trading of players.



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Pro Yakyuu Spirits 3

6.1

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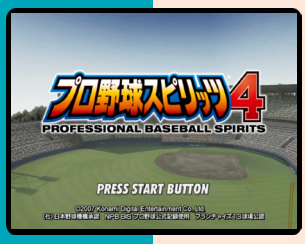
Developer	Konami
Publisher	Konami
Release date	(jp) April 6, 2006
Genre	Sports
Mode	1-2 Players

The third game in the series, released for the Xbox 360 and PS2, is licensed by the Nippon Baseball Organization and feature 13 real stadiums. The game have statistics from the 2005 season. In addition to 146 matches from the official league, it also have 136 matches from the Pacific league.

Originally this was to be the last game in the series, but the popularity for the game made the sequels possible.

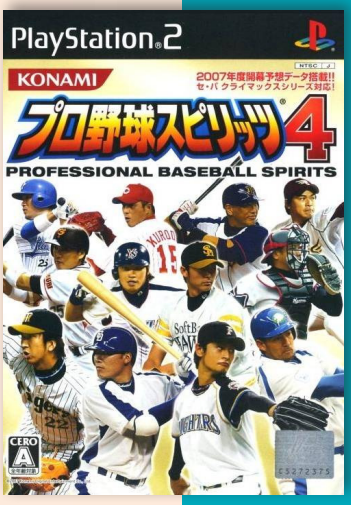
Pro Yakyuu Spirits 4

8.0



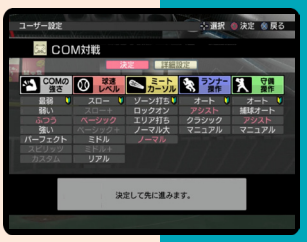
J

Developer	Konami
Publisher	Konami
Release date	(jp) April 1, 2007
Genre	Sports
Mode	1-2 Players



Professional Baseball Spirits 4 was released for the PS2 and PS3. The game features all 12 Nippon Professional Baseball teams, and both the Pacific League and Central League All-Star teams (circa 2006, but with changes made for traded and/or retired players).

The difficulty level for the game is adjustable. The easiest mode will appeal to new beginners, and the hardest mode—known as Spirits Mode—will give advanced players a challenge with harder AI. Other modes can be selected in a sort of pseudo-gameplay sliders mode. For instance, gameplay speed can be increased, as well as pitch speed (which can be set to “real” speed).



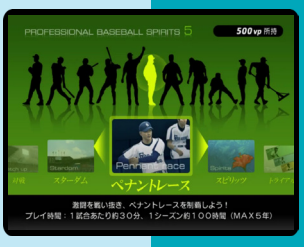
The basic batting interface is a silhouette of a bat which influences how the ball will travel. Depending on when and where contact was made, that influences where the ball goes. The pitching is a 2-click system where the player selects his pitch around a grid, presses X to start his delivery, then pressing X as one circle converges on another to try and perfectly time the pitch.

At the time of its release, it was the only PS3 title that was among the top 50 best selling video games in Japan.

Pro Yakyuu Spirits 5

8.1

Developer	Konami
Publisher	Konami
Release date	(jp) April 1, 2008
Genre	Sports
Mode	1-2 Players

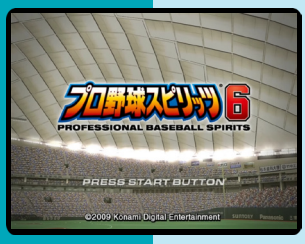


J

Professional Baseball Spirits 5 was released for the PS2 and PS3. The new mode in PYS5 which replaces the MVP Mode in the previous game is Stardom Mode. It plays like a full-fledged Career Mode, where a player can either take control of an existing player or create their own player to go through a maximum of 20 years of play. Experience points are distributed on how well the player does in his at-bat.

Pro Yakyuu Spirits 6

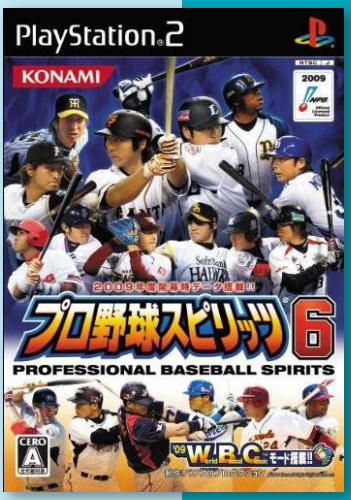
8.0



J

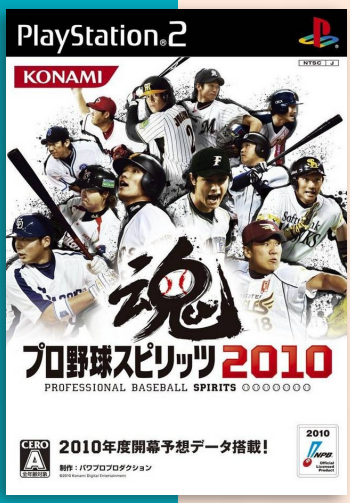
Developer	Konami
Publisher	Konami
Release date	(jp) July 16, 2009
Genre	Sports
Mode	1-2 Players

Professional Baseball Spirits 5 was released for the PS2 and PS3. The new major mode in the game for this season is the World Baseball Classic Mode. Upon booting the game, the first menu is to decide whether the player wants to play the WBC mode or the regular Pro Yakyuu Spirits game. The rosters are accurate for all WBC teams, and it is possible to play an entire tournament as any of the 16 teams.



Pro Yakyuu Spirits 2010

7.6



Developer	Konami
Publisher	Konami
Release date	(jp) April 1, 2010
Genre	Sports
Mode	1-2 Players

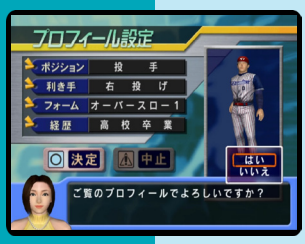
The is the 2010 edition of the Nippon Professional League (NPB) baseball game. This year marks the series' last appearance on PS2 and first on PSP.

All players on an NPB roster, including recent drafts, minor league, and foreign-born players, are modeled and present in the game. All regular team stadiums are featured in the game, along with miscellaneous local ballparks.

J

Pro Yakyuu Team o Tsukurou! 2

6.6



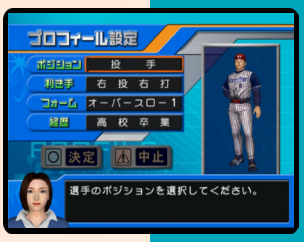
J

Developer	Smilebit
Publisher	Sega
Release date	(jp) February 13, 2003
Genre	Sports
Mode	1-2 Players

Pro Yakyuu Team o Tsukurou! 2 ("Let's Make a professional baseball team 2") is an entry in Sega's Let's Make series for the Nintendo DS, PS2 and a sequel to the DreamCast game, Pro Yakyuu Team o Tsukurou!. Players take the role of a baseball team manager who needs to grow their team up to the Championship.

Pro Yakyuu Team o Tsukurou! 2003

7.5



Developer	Sega
Publisher	Sega
Release date	(jp) November 20, 2003
Genre	Sports
Mode	1-2 Players

Pro Yakyuu Team o Tsukurou! 2003 is another entry in Let's Make series. As in the previous installments, the player take the role of a manager whit the aim of taking their team to the finals. The main feature of this title was the addition of the concept of two rivaling managers. The number of players increase from 32 of the previous title to 50.

Pro Yakyuu Team o Tsukurou! 3

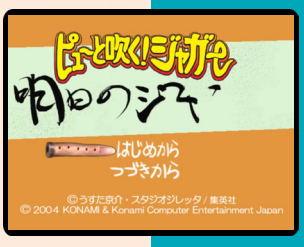
7.3

Developer	Sega
Publisher	Sega
Release date	(jp) July 28, 2005
Genre	Sports
Mode	1-2 Players

As in the previous, players become the manager of a baseball team, controlling their team both on and off the field. In addition to serving as the manger during games, players create their organization from scratch and even manage side businesses in order to build a profitable team. Players can even select a secretary for their office (with the new title adding Nancy Harrison to the list of selectable girls.)

Pyuu to Fuku! Jogger Ashita no Japan

7.0

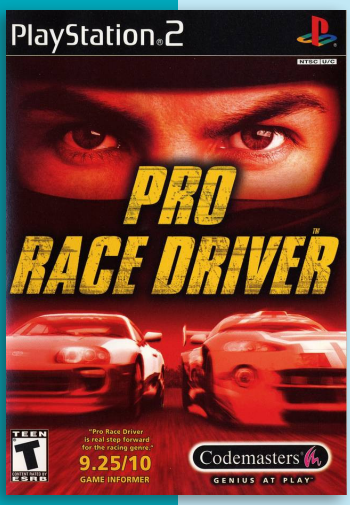


Developer	Konami
Publisher	Konami
Release date	(jp) March 18, 2004
Genre	Role-playing
Mode	1 Player

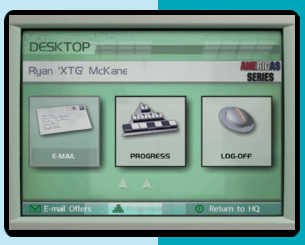
The game is based on Pyu to Fuku! Jaguar, a Japanese gag manga written and illustrated by Usuta Kyosuke, about recorders, musicians, and their bizarre daily lives. The PS2 game is a role-playing game from Konami. Jaguar, Piyo Hihiko, Hummer, Taka, Hamident and other familiar characters form the manga appear in the game.

Pro Race Driver

8.1



Developer	Codemasters
Publisher	Codemasters
Release date	(eu) August 23, 2002
Genre	Racing
Mode	1-2 (4) Players



Pro Race Driver adds a storyline and career structure to the Codemasters touring car racing lineage. Players take control of Ryan McKane, son of a fatally crashed racer and younger brother of a very successful racer. Players will need to guide Ryan to the top of closed-wheel racing.

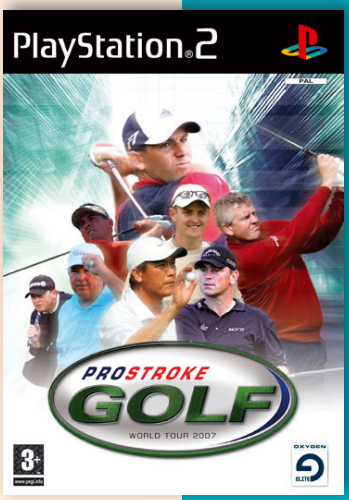
A wide roster of championships and cars are featured. Players can race a Mercedes DTM silhouette car, a BTCC Peugeot, Australia's V8 Supercars, and more. Realistic circuits are included, although many have to be unlocked. The game also feature multiple camera angles.

"mobygames.com"

ProStroke Golf: World Tour 2007

6.3

Developer	Gusto Games
Publisher	Oxygen Interactive
Release date	(eu) August 18, 2006
Genre	Sports
Mode	1-4 Players

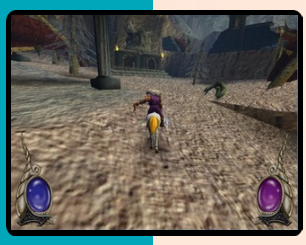


ProStroke Golf: World Tour 2007 is a golf simulation which unique feature is the innovative control scheme. In contrast to other golf simulations the tee is performed in first person mode. After choosing the club and the feet position the player needs to use both analog sticks. With the left one he simulates the swing and with the right one he relocates his body weight. It is not enough to relocate it simply in the right direction, the player needs to achieve a constant back and forth movement.

This only works when using a gamepad, alternatively there is also a more traditional three-click control scheme in 3rd person. There the player chooses the body weight movement before the strike. With the first click he strikes out, with the second one he determines the precision and with the last one the strength. This, however, is still different to other golf simulations because the kind of swing is not chosen beforehand but determined by the swing parameters.

Pryzm Chapter One: The Dark Unicorn

5.9



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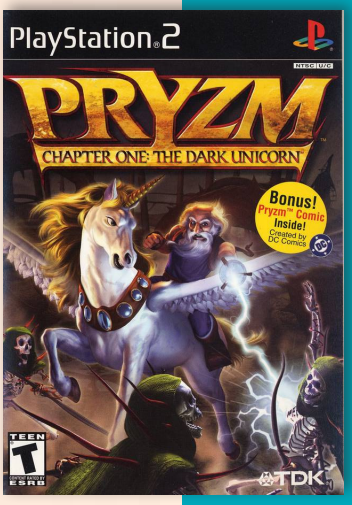
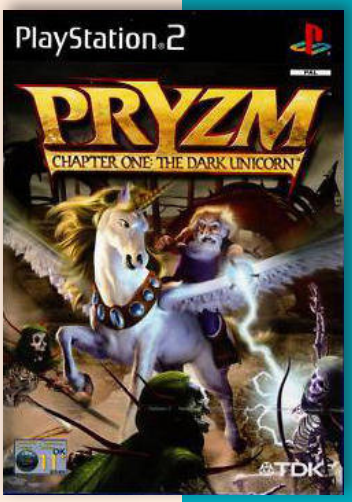




Developer	Digital Illusions
Publisher	TDK Mediactive
Release date	(us) June 10, 2002
Genre	Action-adventure
Mode	1 Player

The game is set in a peaceful land where all five races; gnomes, elves, trolls, nymphs and unicorns, have their own kingdom. Unfortunately an epidemic infests all kingdoms except the one inhabited by the unicorns. This leads to accusations and the unicorn Pryzm is sent out to end the plague - she is accompanied by the troll magician Karrock who distrusts her. The player takes control over both of them at the same time: the left analogue stick controls the unicorn and the right one the troll.

The player rides through the 16 levels and battles infected flora and fauna. If the whole level, including the periodic mini bosses, is rescued the player can proceed to the next one. The roles of the heroes are evenly divided: Pryzm is used for moving at different speeds, jumping and defensive spells, e.g. stun. Karrock on the other hand uses offensive spells and his magic wand to hit the enemies nearby.

Puchi Copter 2

Developer	Aqua Systems
Publisher	Taito Corporation, (eu) 505 Game Street
Release date	(jp) July 14, 2005
Genre	Simulation
Mode	1 Player

4.4

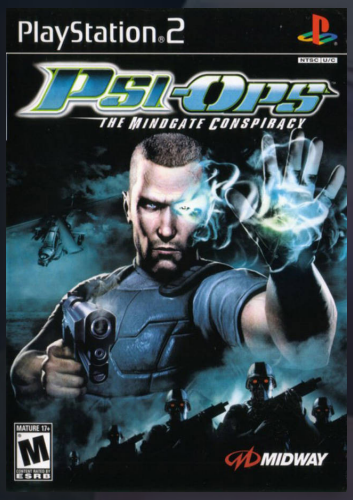
J P

Puchi Copter 2 is the sequel to Go Go Copter: Remote Control Helicopter. The game is a R/C helicopter sim where players explore indoor environments in tiny remote-control helicopters. The game feature two main modes: Challenge Mode, which basically throws a number of mini-game tasks the player's way, such landing and taking off from a heliport, shooting targets, competing in time attack challenges, and so forth. In Adventure mode, players hunt for stars, hidden in a variety of real-life environments, such as under kitchen tables, in a bathroom shelf, and on top of stereo speakers in the living room.

"psxdatacenter.com"

8.4

Psi-Ops: The Mindgate Conspiracy



J N P

Developer	Midway
Publisher	Midway, (jp) Capcom
Release date	(us) June 14, 2004
Genre	Action-adventure
Mode	1-2 Players

Psi-Ops: The Mindgate Conspiracy is a thrid-person shooter released for the Xbox, PS2 and Windows. The game was also being developed for the GameCube titled ESPionage but later cancelled.

In the game players take the role of Nick Scryer, a secret agent who had his face reconstructed and mind wiped clean in order to infiltrate a growing psychic organization calling itself The Movement. Nick, however, is captured, but manages to free himself and continue his mission to stop The Movement, regaining his psychic abilities along the way.

Most of the gameplay in Psi-Ops focuses on the use of Nick's various psychic powers, which are unlocked as the game progresses. Though there are numerous weapons available, only two can be carried at a time, one of which cannot be replaced (Nick's silenced pistol). The available weapons also become virtually useless in the later levels, especially against the larger armored enemies. The low ammo totals for each weapon also force a dependence on Nick's psychic powers, which are much more effective in practice. The player is given a meter that limits the total amount of energy they can expend at any given point, though like any power meter it can be restored through various methods. Unlike the game's antagonists, In which each one is a master of one Psi power, Nick is unique in that he has access to the full range of psychic abilities, albeit in a more limited form than the more specialized psychics. Other than his psychic abilities and the weapons he can wield, Nick may also attack with a melee punch.

To begin with Nick has no access to his psychic powers, but regains his memories of how to use them one by one at various points in the game. Each remembered event is followed by a training level instructing the player in each powers' use. The powers are listed in the order which they are unlocked.

Telekinesis (TK) is the ability to move objects with the mind. The skill has numerous uses, ranging from using loose items as projectiles, slamming enemies into walls, or flying on an object be-

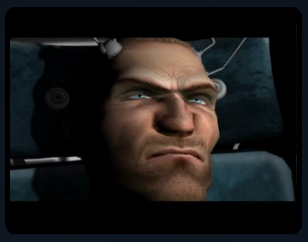
ing levitated (TK Surf). By applying telekinesis to swinging ball chains, discarded boxes and debris, a stable environment can soon become a lethal battleground through the added benefit of Havok 2.0 ragdoll physics.

Remote Viewing' (RV) gives Nick a literal out-of-body experience, separating his mind from his body and enabling the player to look anywhere within a short distance unhindered by walls or doors while their real body remains motionless. The distance determines the amount of power it consumes.

Mind Drain (MD) is used to absorb a target's mental energy to replenish Nick's own. So long as the target is unaware, unconscious, or dead, Nick can steal their mental energy. This will kill the target if they are still alive at the time and the process is completed. Catching a living target standing and unaware, or at the moment they stand up after being knocked down, will restore up to fifty percent of Nick's energy while causing the target's head to explode upon completion; unconscious and dead foes provide progressively lesser energy. Enemies missing a head will not yield any mental energy.

Mind Control (MC) allows Nick to enter another person's mind and take full control of their body. Much like RV, the drain on the player's energy is determined by distance. A controlled enemy can be used to attack other enemies or simply be made to commit suicide; enemies will promptly kill the person in question for acting as such. Several points in the game also require that Nick control enemies to reach switches he cannot reach on his own.

Pyrokinesis (PK) allows Nick to summon a wave of flame with a swing of his arm, igniting anything in its path a short distance ahead of Nick. It can be used to burn foes, start chain reactions with crates and/or explosive cans, or flush out enemies from hiding spots.



Aura View (AV) is the final power Nick acquires, allowing him to see beyond the visible spectrum. This allows the player to see things such as erased messages on whiteboards, invisible mines, and extra-dimensional "Aura Beasts."

In 2009, GamesRadar included it among the games *"with untapped franchise potential"*, commenting: *"Midway's 2004 shooter combined traditional weaponry with its protagonist's psychic abilities (such as telekinesis), and received generally favorable reviews from critics and players. It was even reviewed better than the similarly-minded Force Unleashed, yet we still haven't seen a sequel."* In 2010, UGO ranked as the #21 on the list of the games that need sequels. That same year, the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die.

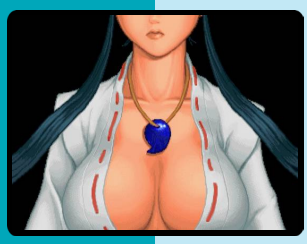
On 20 February 2007, William L. Crawford III filed a copyright infringement suit against Midway. The complaint stated that Crawford had written a screenplay titled "Psi-Ops" sharing a similar premise and other similarities with the game, including some of the characters and their psychic abilities, and that Midway wrongfully appropriated and exploited Crawford's work without his permission. Midway has stated that they do not comment on legal matters. In December 2008, the United States District Court for the Central District of California issued a ruling granting summary judgment on all counts in Midway's favor, having found no evidence of copyright infringement.

7.6

Psikyo Shooting Collection Vol. 2:
Sengoku Ace & Sengoku Blade

Taito Best

J



Developer	Psikyo
Publisher	Taito Corporation
Release date	(jp) December 2, 2004
Genre	Compilation
Mode	1-2 Players

Volume two of the Psikyo Shooting Collection contains the following arcade shoot 'em up games: Sengoku Ace and Sengoku Blade: Sengoku Ace Episode II. Both games have been previously released on the Sega Saturn.

Sengoku Ace

Sengoku Ace (Sengoku Ace (戦国エース Sengoku Ēsu)), fully titled Sengoku Ace: Tengai Episode I and also known as Samurai Aces in the English version, is a vertically-scrolling shoot 'em up originally released in the arcades by Psikyo in 1993. Sengoku Ace was designed by Shin Nakamura, the creator of Aero Fighters (Sonic Wings) and the company's founder.

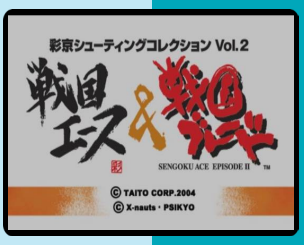
Sengoku Blade: Sengoku Ace Episode II

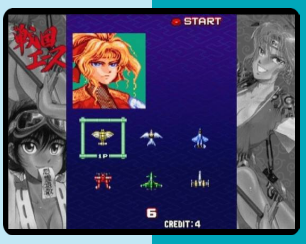
Sengoku Blade, also known as Tengai outside Japan, is a horizontally scrolling shoot 'em up released for arcade machines in 1996 by Psikyo as a sequel to their 1993 shooter Sengoku Ace.

The game is set in a historical fantasy version of the Sengoku period of Japanese history, featuring demons, magic and steam-powered robotics.

The player may choose from five playable characters at the start and may unlocked two more. Items include a power-up to increase weapon power level, bombs, and bonus coins to increase score. Holding down the standard shot button can provide a more powerful shot.

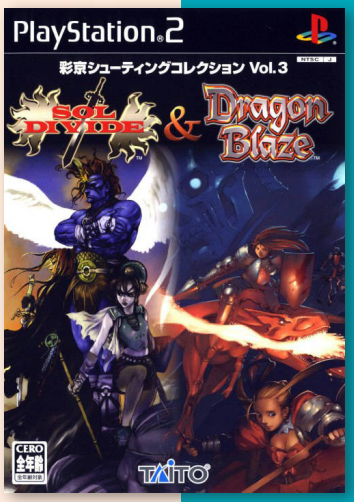
If the player touches an enemy ship, their weapon power level will drop by one. The player will lose a life if they get hit by an enemy bullet. If all lives are lost, continues are provided. Once the game is beaten once, a second round will begin without the ability to use continues. Score ranking and other options can be saved to the system's memory.





Psikyo Shooting Collection Vol. 3:
Sol Divide & Dragon Blaze

6.4



Developer	Psikyo
Publisher	Taito Corporation
Release date	(jp) March 31, 2005
Genre	Compilation
Mode	1-2 Players

The third volume in the Psikyo Shooting Collection contains two shoot 'em ups that were previously unreleased on the PS2.

Sol Divide

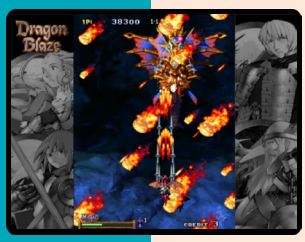
Sol Divide is a 2D side-scrolling shooter that pits one or two players against a horde of flying enemies. There are three different characters that can be played as, each with their own weapon and fighting style. Various magic scrolls can be found by defeating enemies which allow the player to cast several different types of spells including lightning and fire.

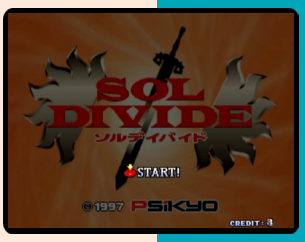
The story itself concerns an evil being who sets out looking for a Power Stone and cuts down all in his path with his sword, the Sol Divide. It is up to the players to stop him, battling their way through several stages in both Arcade and Original Mode (which contain different areas and require different tactics to beat, the Original Mode being designed as a more difficult experience for players who want to progress on to a higher challenge).

Dragon Blaze

Dragon Blaze is a shoot 'em up arcade game developed and published in 2000 by Psikyo. The game was also released on its own as a budget range title for the PlayStation 2 in Europe by 505 Games on 2006. Not to be confused with the unrelated Dragon Blaze game by Gamevil.

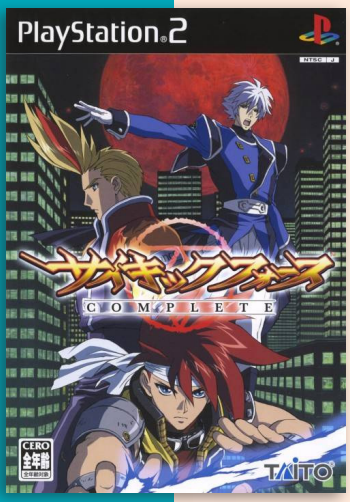
Dragon Blaze plays like many typical 2D vertically scrolling shooters by Psikyo, although this game is closer to the bullet hell genre than most of the company's other output and the colour of the enemies' bullets has been changed from Psikyo's trademark orange to a neon purple. The game gives each character the standard normal shot, charged shot, and magic bomb, but each character also rides a dragon, which can be dismounted and be used as a weapon itself. The dismounted dragon initially acts as a piercing weapon, and then remains stationary shooting until the player calls it back using the same button. It can also be used to collect items.





Psychic Force Complete

7.6



Limited Edition

Limited Edition w/ Emilio Figurine

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) December 29, 2005
Genre	Compilation
Mode	1-2 Players

Psychic Force Complete is a compilation of 3 System 11/System 12 arcade fighting games: Psychic Force, Psychic Force 2012 and Psychic Force 2012-EX.

Psychic Force

Psychic Force is a 1995 fighting arcade game created by Taito. The game was released without much hype and was not commercially successful.

The game is a one-on-one fighting game and battles take place in a flying, floating cube on a 2D plane. The characters use a combination of Psi powers and combat techniques, with each player having their own special abilities. Each Psychic character has attacks relevant to the element they control (fire, ice, thunder, wind, gravity, etc.), while Gates (the only non-Psychic character) has a built-in weapons system. Every character has two light attacks, two heavy attacks, one ultimate attack, a charge and the ability to block attacks.

Psychic Force 2012

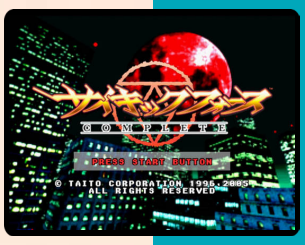
Psychic Force 2012 is a 1998 arcade fighting game developed by Taito as the sequel to Psychic Force. The game was first released in arcades in 1998 and was then ported a year later to the Dreamcast, becoming one of the console's earliest titles.

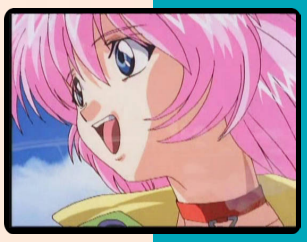
The matches take place inside a giant floating cube. Players are able to fly, using their psychic abilities, around a 3D arena with six walls. Each of the ten available characters are controlled with three buttons: guard, weak attack and strong attack. The effect varies with the distance. Next to the regular life meter, there is also a power meter. By using special moves, the meter is drained and players moves are limited.

Additionally, each fighter has its own unique moves, energy attacks and a weapon, which they use, mid-flight, to pummel their opponent.

Psychic Force 2012-EX

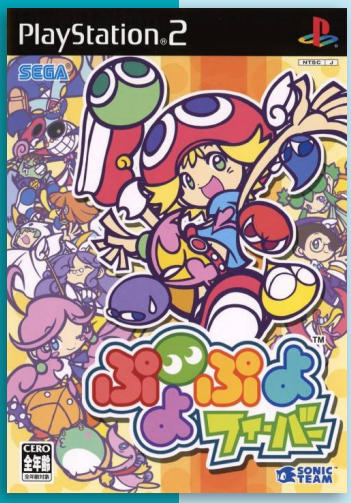
Psychic Force 2012-EX is a remixed version of Psychic Force 2012 only released in the Psychic Force Complete pack.





Puyo Pop Fever

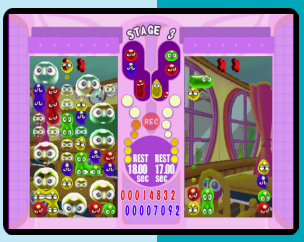
8.0



Developer	Sonic Team
Publisher	Sega
Release date	(jp) February 4, 2004
Genre	Puzzle
Mode	1-2 Players

Puyo Pop Fever is a puzzle game of the falling-block variety, the goal of which is to clear blocks (Puyos) by combining four or more of the same color, which will then vanish. This will produce Nuisance Puyos. These colorless Puyos will fall onto the opponents screen, thus blocking chains and combos they could create. These Puyos can only be exterminated by removing neighbouring Puyos.

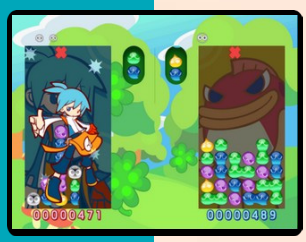
When an opponent sends Nuisance Puyos to the players screen they can try to "offset" by clearing their own Puyos and limiting the number that would fall on their screen. This will also increase their Fever Meter. When this meter fills they will be given a set of prearranged Puyos with which they can wrack up giant combos and send tons of Nuisance Puyos to the opponent. When any player's field becomes so full that they can no longer drop Puyos they lose the game.



J P

Puyo Puyo! 15th Anniversary

7.8

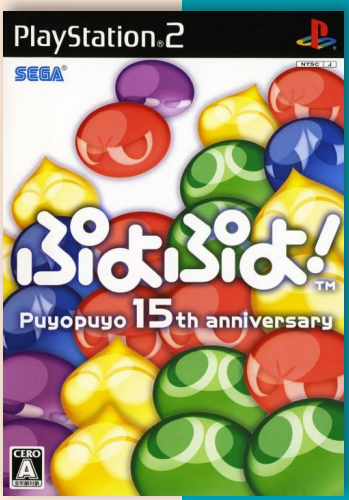


J

Developer	Sega
Publisher	Sega
Release date	(jp) March 21, 2007
Genre	Puzzle
Mode	1-2 Players

In Puyo Puyo 15th Anniversary, 22 Puyo poppers (6 returning from the Compile Puyo series) gather to battle for Puyo bragging rights. For the most part, the game remains the same - match four Puyos in a row and swallow up the opponent in an avalanche of Nuisance Puyos. But the rules change each time players face a new opponent, with a series of new modes (plus the basic modes from the first two "Puyo" games and also from "Puyo Pop Fever").

In addition to the traditional story mode, where a single player takes on 8 other characters in hopes of earning the medal, there is also the traditional battle mode, where up to 4 players battle it out (by themselves or in teams) to the last.



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Puyo Puyo Fever 2

8.2

J

Developer	Sonic Team
Publisher	Sega
Release date	(jp) November 24, 2005
Genre	Puzzle
Mode	1-2 Players

The sequel to Puyo Puyo Fever includes a single-player arcade mode, as well as a story mode with 3 different characters and campaigns that take players across the game world battling different sets of enemies. The "fever" meter from the previous game returns (which increases the number and abilities of the garbage puyos players send depending on how many puyos they chain in succession) and a new ranking system has been implemented that awards players money they can use between stages to buy special items that modify the game rules in the players favour.

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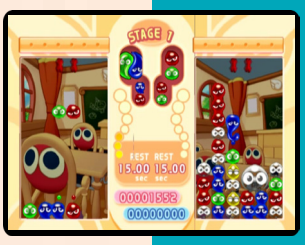
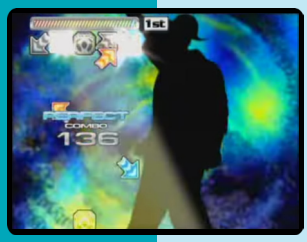


Pump It Up: Exceed

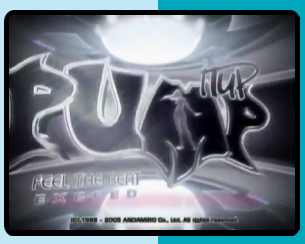


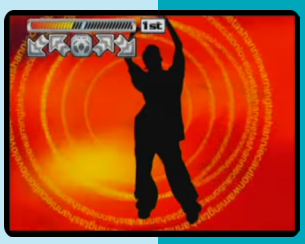
Developer	Andamiro U.S.A. Corp.
Publisher	Mastiff, (ko) Andamiro U.S.A. Corp.
Release date	(ko) November 30, 2004
Genre	Music
Mode	1-2 Players

The game is part of the Pump It Up music game arcade series developed by Nexcade and published by Andamiro, a Korean arcade game producer. Andamiro released the Korean version of Pump It Up: Exceed on the PS2, which includes most of the songs from the arcade Exceed version. An American version of the game was released on for the Xbox and PS2 under the title Pump It Up Exceed SE. This version includes most of the songs from the Korean PS2 version and six US licensed songs, as well as revivals and removals from Exceed 2. Exceed SE also uses the updated engine from Exceed 2.

The game is similar to Dance Dance Revolution, except that it has five arrow panels as opposed to four, and is typically played on a dance pad with five arrow panels: up-left, up-right, bottom-left, bottom-right, and a center panel. These panels are pressed using the player's feet, in response to arrows that appear on the screen in front of the player. The arrows are synchronized to the general rhythm or beat of a chosen song.

7.3

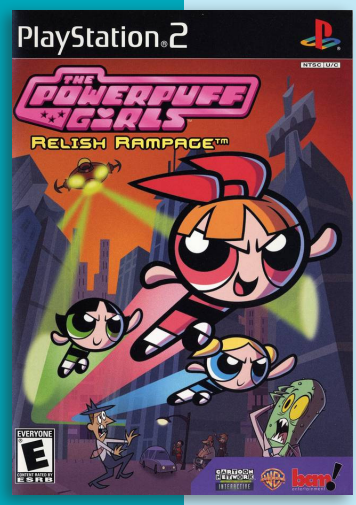




N

The Powerpuff Girls: Relish Rampage

4.6



N P

Developer	VIS Entertainment
Publisher	Bam Entertainment
Release date	(us) November 24, 2002
Genre	Action-platformer
Mode	1 Player

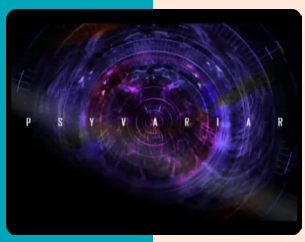
The Powerpuff Girls: Relish Rampage is a platform RPG-style game. It was originally released on the PlayStation 2, but was later produced for the GameCube as the Pickled Edition with added gameplay.

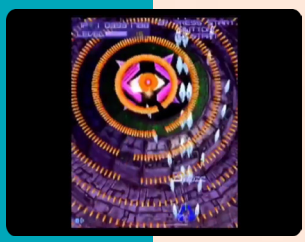
In the game, the player control the 3 Powerpuff Girls (Blossom, Bubbles, and Buttercup) and must fly around a 3D world solving puzzles in an attempt to stop the invasion of Townsville by Pickles from outer space or Pickloids, presumably a reference to the episode, “Beat Your Greens.”

“powerpuffgirls.fandom.com”

Psyvariar: Medium Unit

6.5





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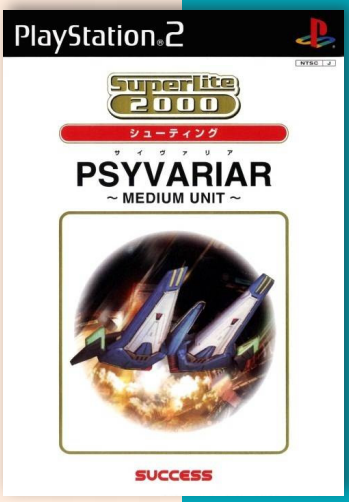
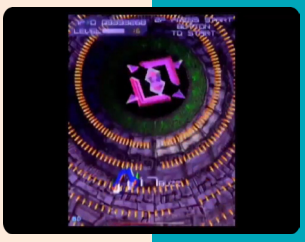
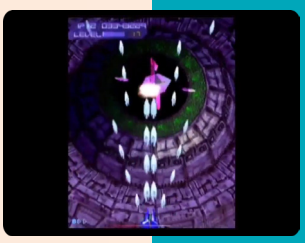






Developer	Skonec
Publisher	Success
Release date	(jp) September 11, 2003
Genre	Shooter
Mode	1-2 Players

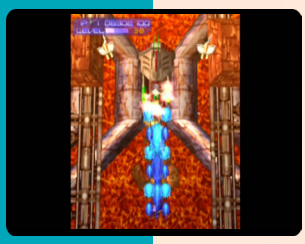
The game is a vertically scrolling shooter arcade game developed by Success Corporation originally on Taito’s G-NET hardware.

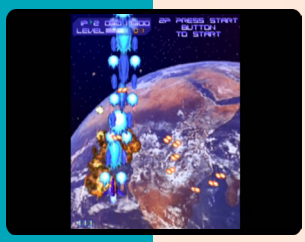
In the game, the human race has been exiled out of the solar system, and now live a peaceful existence under the watchful eye of the GUIS AI. Unfortunately a recent super nova has caused the AI to go out of control, and threatens to use the same weapons and defensive capabilities that kept humanity alive in outer space to completely destroy them.

Players star as a lone pilot who must fly his mecha deep into the core of GUIS and destroy it before its too late, shooting their way through several enemy-infested stages with the next stage being decided by the rank players get in the previous one. The game doesn’t feature much in the way of power-ups or upgradeable weapons, but instead features the unique “Buzz” system, which increases the rate of fire and power in relation to horizontal rolling and movement, encouraging the player to move all over the screen.

Psyvariar: Complete Edition

7.5





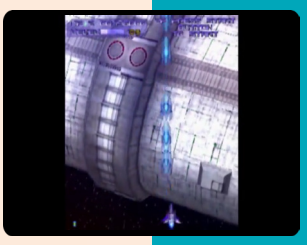
J P

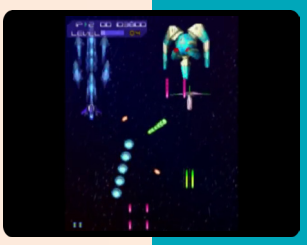
Developer Skonec
Publisher Success, (eu) Empire Interactive, (jp) Hamster
Release date (jp) March 28, 2002
Genre Shooter
Mode 1-2 Players

Complete Edition includes two games in one pack; Psyvariar Medium Unit together with revision. New features include: Option to use a separate button to roll. Secret Lab Jukebox. Ability to display hit boxes. Ability to unlock new stages for Replay Mode after completing current higher areas (Starting from Area 2-C, then Area 3-B onwards for rest stages). Replay Mode is now available on both Psyvariar: Medium Unit and Psyvariar Revision. Instead of available only for Psyvariar Revision in Arcade Version.

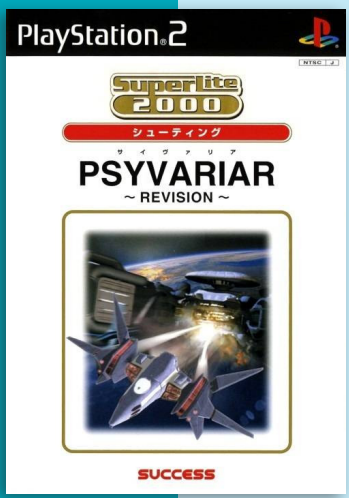
Two special editions were also available in Japan. The Special Sound Box included an audio CD of the game's soundtrack, and the Special Capture Box included a gameplay DVD of both games being fully completed by expert players. The PlayStation 2 version of the individual games were later released separately as budget range titles.

European version retained all the features of the Japanese release and includes a 60 Hz mode.





Psyvariar Revision



Developer Skonec
Publisher Success
Release date (jp) October 9, 2003
Genre Shooter
Mode 1-2 Players

7.5

J

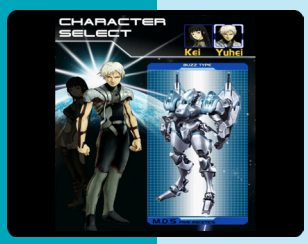
Psyvariar Revision is an update to Psyvariar: Medium Unit. There are following changes: Added replay function, and an associated replay mode. Rearranged stages. Enemies fire denser and faster bullet patterns, especially bosses. Player-controllable fighters' graphics and firing patterns were changed.

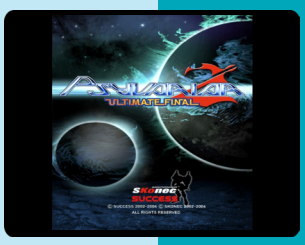
In boss battles, a life gauge is shown. A bullet can now be buzzed as many times as possible, which allows much higher scores and levels. Rolling can be performed by holding bomb button when the bomb stock is empty.

It also added Internet ranking (closed as of 31 March 2001)

Psyvariar 2: Ultimate Final

7.0





Developer	Skonec
Publisher	Success
Release date	(jp) December 9, 2004
Genre	Shooter
Mode	1 Player

Psyvariar 2: The Will to Fabricate is a vertically scrolling shoot 'em up developed by SKONEC Entertainment and distributed by Success. It is the sequel to the 2000 title, Psyvariar.

The game was initially developed for the Sega NAOMI arcade platform. The PS2 version is a port of the Dreamcast version.

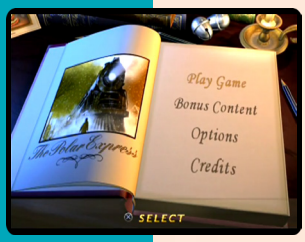
As many other shoot'em'ups released at the time, it combines basic arcade shooter gameplay with modern 3D graphics. The level backgrounds as well as all enemies are modeled in full 3D, with the action taking place in a vertically scrolling two-dimensional plane which moves through the level.

As in most other of the new Japanese style of shoot'em'ups, there are usually an extremely high number of enemy shots on the screen. All these factors combine to make learning precise control a central part of the game.

J

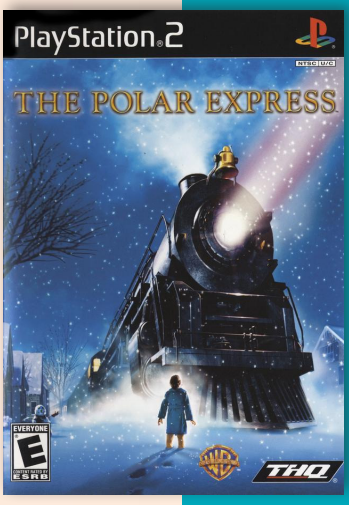
The Polar Express

3.9



Developer	Blue Tongue Entertainment
Publisher	THQ
Release date	(us) November 2, 2004
Genre	Action-adventure
Mode	1 Player

The game follows most of the main plot of the 2004 film. One major difference is that the Ebenezer Scrooge Puppet, who only makes a minor appearance in the film, plays a much bigger role as the main antagonist who attempts to prevent the children from believing in Santa Claus by stealing their tickets, and trying to get them thrown off the train to keep the children from getting to the North Pole. The game is broken down into six chapters, giving the player the opportunity to explore areas like the train, the North Pole, and more. The player controls a young boy in each of the 6 chapters. The game also contains puzzle-solving as well as some minigame-styled elements.



N P

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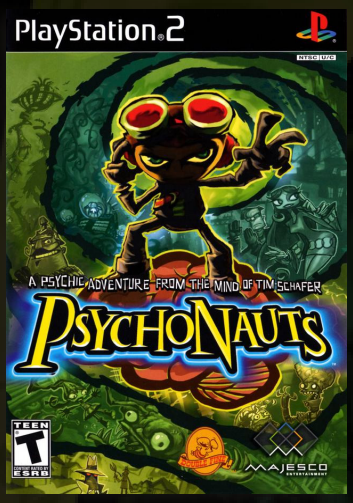
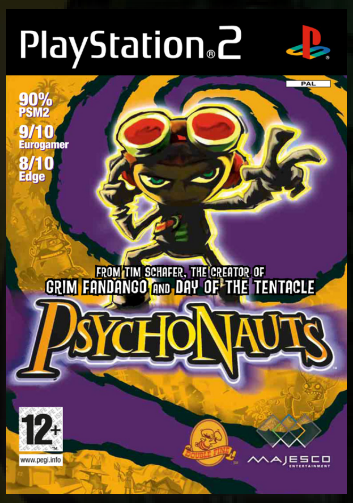
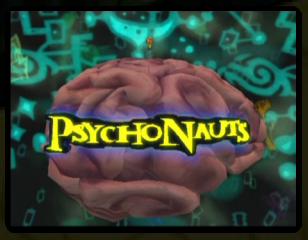




Psychonauts



Developer	BudCat
Publisher	Majesco, (us) SCEA
Release date	(us) June 22, 2005
Genre	Action-platformer
Mode	1 Player

Psychonauts is a platform game developed by Double Fine Productions that first released in 2005. The game was initially published by Majesco Entertainment for Windows, Xbox and PS2; Budcat Creations helped with the PS2 port. In 2011, Double Fine acquired the rights for the title, allowing the company to republish the title with updates for modern gaming systems and ports for OS X and Linux.

Psychonauts follows the player-character Raz (voiced by Richard Horvitz), a young boy gifted with psychic abilities who runs away from the circus to try to sneak into a summer camp for those with similar powers to become a "Psychonaut", a spy with psychic abilities. He finds that there is a sinister plot occurring at the camp that only he can stop.

Psychonauts is a platform game that incorporates various adventure elements. The player controls the main character Raz in a third-person, three-dimensional view, helping Raz to undercover a mystery at the Psychonauts training camp. Raz begins with basic movement abilities such as running and jumping, but as the game progresses, Raz gains additional psychic powers such as telekinesis, levitation, invisibility, and pyrokinesis. These abilities allow the player to explore more of the camp as well as fight off enemies. These powers can either be awarded by completing certain story missions, gaining psi ranks during the game, or by purchasing them with hidden arrowheads scattered around the camp. Powers can be improved — such as more damaging pyrokinesis or longer periods of invisibility — through gaining additional psi ranks.

The game includes both the "real world" of the camp and its surroundings, as well as a number of "mental worlds" which exist in the consciousness of the game's various characters. The mental worlds have wildly differing art and level design aesthetics, but generally have a specific goal that Raz must complete to help resolve a psychological issue a character may have, allowing the game's plot to progress. Within the mental worlds are censors that react negatively to Raz's presence and will attack him. There are also various collectibles within the mental worlds, including "figments" of the character's imagination which help increase Raz's psi ranking, "emotional baggage" which can be sorted by finding tags and bringing them to the baggage, and "memory vaults" which can unlock a short series of slides providing extra information on that character's backstory. Most of these worlds culminate in a boss battle that fully resolves the character's emotional distress and advance the story. The player is able to revisit any of these worlds after completing them to locate any additional collectibles they may have missed. Raz is given some items early in the game, one that allows him to leave any mental world at any time, and another that can provide hints about what to do next or how to defeat certain enemies.

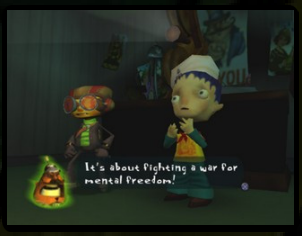
Raz can take damage from psychically empowered creatures around the camp at night, or by censors in the mental worlds; due

to a curse placed on his family, Raz is also vulnerable to water. If Raz's health is drained, he is respawned at the most-recent checkpoint. However, this can only be done so many times while Raz is within a mental world, indicated by the number of remaining astral projections; if these are expended through respawning, Raz is ejected from the character's mind and must re-enter to make another attempt. Health and additional projections can be collected throughout the levels, or purchased at the camp store.

Psychonauts was the debut title for Double Fine Productions, a development studio that Tim Schafer founded after leaving LucasArts following their decision to exit the point-and-click adventure game market. Schafer's initial studio hires included several others that worked alongside him on Grim Fandango.

The backstory for Psychonauts was originally conceived during the development of Full Throttle, where Tim Schafer envisioned a sequence where the protagonist Ben goes under a peyote-induced psychedelic experience. While this was eventually ejected from the original game (for not being family friendly enough), Schafer kept the idea and eventually developed it into Psychonauts. While still working at LucasArts, Tim Schafer decided to use the name "Raz" for a main character because he liked the nickname of the LucasArts animator, Razmig "Raz" Mavlian. When Mavlian joined Double Fine, there was increased confusion between the character and the animator. The game's associate producer, Camilla Fossen, suggested the name "Rasputin". As a compromise, Double Fine's lawyer suggested the trademarkable name "Razputin", which was used for the game.

Most of the game's dialog and script was written by Schafer and Erik Wolpaw, who at the time



was a columnist for the website Old Man Murray. After establishing the game's main characters, Schafer undertook his own exercise to write out how the characters would see themselves and the other characters' on a social media site similar to Friendster, which Schafer was a fan of at the time and from where he met his wife-to-be. This helped him to solidify the characters in his own head prior to writing the game's dialog, as well as providing a means of introducing the characters to the rest of the development team. To help flesh out character dialog outside of cut scenes, Schafer developed an approach that used dozens of spoken lines by a character that could be stitched together in a random manner by the game as to reduce apparent repetition; such stitching included elements like vocal pauses and coughs that made the dialog sound more natural. Schafer used the camp and woods setting as a natural place that children would want to wander and explore.

The art design crew included background artist Peter Chan and cartoonist Scott Campbell. Voice actor Richard Steven Horvitz, best known for his portrayal of Zim in the cult favorite animated series Invader Zim, provides the voice of Raz, the game's protagonist. Initially the team tried to bring in children to provide the voices for the main cast, similar to Peanuts cartoons, but struggled with their lack of acting experience. Schafer had selected Horvitz based on his audition tapes and ability to provide a wide range of vocal intonations on the spot, providing them with numerous takes to work with. Raz was originally conceived as an ostrich suffering from mental imbalance and multiple personalities. Tim Schafer killed the idea because he strongly believes in games being *"wish fulfillments,"* guessing that not many people fantasize about being an insane ostrich.

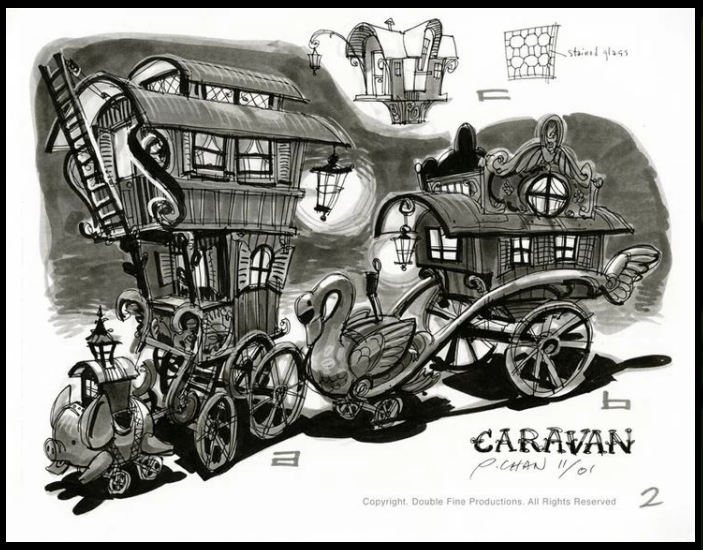
Double Fine created a number of internal tools and processes to help with the development of the game, as outlined by executive producer Caroline Esmurdoc. With the focus of the game on Raz as the playable character within a platformer game, the team created the "Raz Action Status Meeting" (RASM). These were held biweekly with each meeting focusing on one specific movement or action that Raz had, reviewing how the character controlled and the visual feedback from that so that the overall combination of moves felt appropriate. With extensive use of the Lua scripting language, they created their own internal Lua Debugger nicknamed Dougie, after a homeless man near their offices they had befriended, that helped to normalize their debugging processes and enable third-party tools to interact with the name. With a large number of planned cutscenes, Double Fine took the time to create a cutscene editor so that the scriptwriters could work directly with the models and environments already created by the programmers without requiring the programmer's direct participation. For level design, though they had initially relied on the idea of simply placing various triggers throughout a level to create event, the resulting Lua code was large and bulky with potential for future error. They assigned eight of the game programmers to assist the level developers to trim this code, and instituted an internal testing department to overlook the stability of the whole game which had grown beyond what they could do internally. Initially this was formed from unpaid volunteers they solicited on Double Fine's web site, but following the signing of the Majesco publication deal in 2004, they were able to commit full-time staff to this team.

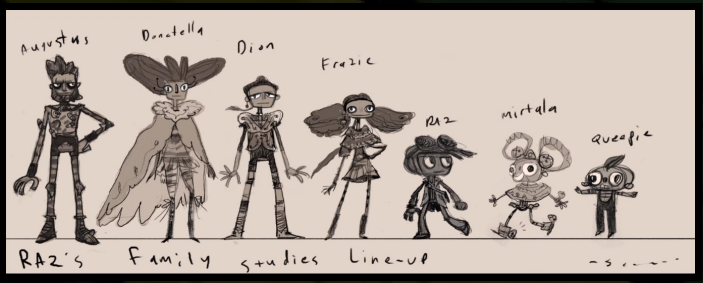
Esmurdoc described the development of Psychonauts as difficult due to various setbacks, compounded by the new studio's lack of experience in how to manage those setbacks. The game's initial development began in 2001 during the Dot-com boom. Due to the cost of office space at that time, Double Fine had established an office in an inexpensive warehouse in San Francisco that initially fit their development needs. By 2003, they had come to realize the area they were in was not safe or readily accommodating, slowing down their development. With the collapse of the dot-com bubble, they were able to secure better office space, though this further delayed production. Schafer was also handling many of the duties for both the studio and the development of the game. Though some of the routine business tasks were offloaded to other studio heads, Schafer brought Esmurdoc onto the project in 2004 to help produce the game while he could focus on the creative side.

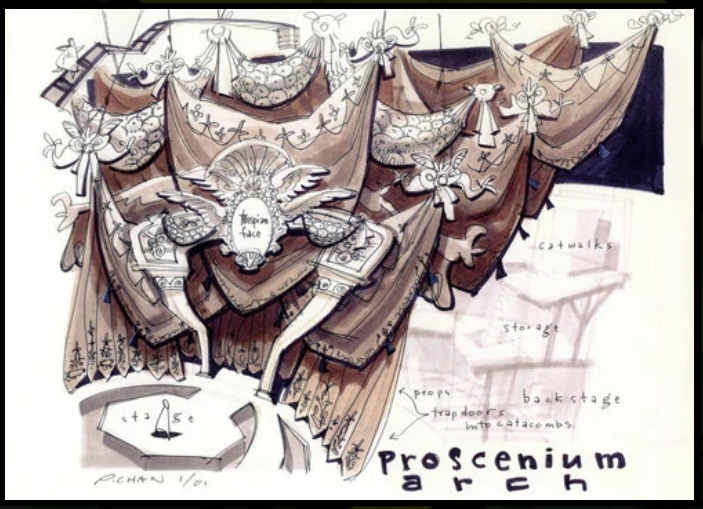
The intent to allow all developers to have artistic freedom with the game created some internal strife in the team, particularly in the level design; they had initially scoped that level designers would create the basic parts of a level - main paths, scripted events, and the level's general design, while the artists would build out the

world from that. As development progressed, they determined that the artists should be the ones constructing the level geometry, which the level designers resented. Subsequently, levels that were generated were not to the expected standards due to conflicts in the toolsets they used and Schafer's inability to oversee the process while handling the other duties of the studio. In 2003, the decision was made to dismiss all but one of the level design team, and unify the level design and art into a World Building team overseen by Erik Robson, the remaining level designer and who would go on to become the game's lead designer; the change, which Esmurdoc stated was for the better, disrupted the other departments at Double Fine.

Psychonauts was to be published by Microsoft for release exclusively on their Xbox console; Schafer attributes this to Microsoft's Ed Fries, who at the time of Psychonauts's initial development in 2001, was looking to develop a portfolio of games for the new console system. Schafer believes that Fries was a proponent of *"pushing games as art"*, which helped to solidify Double Fine's concept of Psychonauts as an appropriate title for the console after the team's collected experience of developing for personal computers. However, according to Esmurdoc, Microsoft had also created some milestones that were unclear or difficult to meet, which delayed the development process. She also believes that their own lack of a clear vision of the ultimate product made it difficult to solidify a development and release schedule for the game as well as created confusion with the publisher. Schafer stated that Microsoft also found some of their gameplay decisions to be confusing based on play-testing and requested them to include more instructional information, a common approach for games during the early 2000s, while Schafer and his team felt such confusion was simply the nature of the adventure-based platform that they were developing. Double Fine was also resistant to make changes that Microsoft had suggested from play-testing, such as making the humor secondary to the story, removing the summer camp theme, and drastically altering the story. Fries departed Microsoft in January 2004; shortly thereafter, the com-







pany soon pulled the publishing deal for Psychonauts. Esmurdoc said that Microsoft's management considered Double Fine to be *"expensive and late"*, which she agreed had been true but did not reflect on the progress they had been making at this point. Schafer also noted that at the time of Microsoft's cancellation that they were planning on transitioning to the Xbox 360 and were not funding any further development of games that would not be released after 2004; even though Schafer had set an approximate release date in the first quarter of 2005 by this point, Microsoft still opted to cancel. Following this, Schafer and Esmurdoc worked to secure a new publishing deal while using internal funds and careful management to keep the project going. One source of funds that helped keep the company operational came from Will Wright, who had recently sold his company Maxis to Electronic Arts. Prevented from investing into Double Fine by the Maxis deal, he instead provided Double Fine a loan of funds that kept them afloat over the next several months. Wright is credited for this support within the game.

By August 2004, Double Fine had negotiated a new publishing deal with Majesco Entertainment to release the game on Windows as well as the Xbox. Tim Schafer was quoted as saying *"Together we are going to make what could conservatively be called the greatest game of all time ever, and I think that's awesome."* Though the publishing deal ensured they would be able to continue the development, Esmurdoc stated they had to forgo plans for hiring new developers to meet the scope of the game as agreed to with Majesco. Subsequently, the studio entered, as described by Esmurdoc, *"the most insane crunch I have ever witnessed"* in order to complete the game. This was compounded when Majesco announced a PS2 port to be developed by Budcat Creations in October 2004, which further stretched the availability of Double Fine's staff resources. The game went gold in March 2005; Esmurdoc attributes much of the success of this on the solidarity of the development team that kept working towards this point.

Esmurdoc stated that Psychonauts took about 4.5 years to complete — though that without all the complications the real development time was closer to 2 years — with a team of 42 full-time developers and additional contractors, with a final budget of $11.5 million.

The soundtrack to Psychonauts was composed by Peter McConnell, known for his work on LucasArts titles such as Grim Fandango and Day of the Tentacle. Schafer's familiarity with McConnell, having worked with him on numerous projects in the past, led Schafer to select him for the soundtrack composition. The Psychonauts Original Soundtrack, featuring all the in-game music, was released in 2005. The following year, in late 2006, Double Fine released a second soundtrack, Psychonauts Original Cinematic Score, containing music from the game's cutscenes as well as a remix of the main theme and credits.

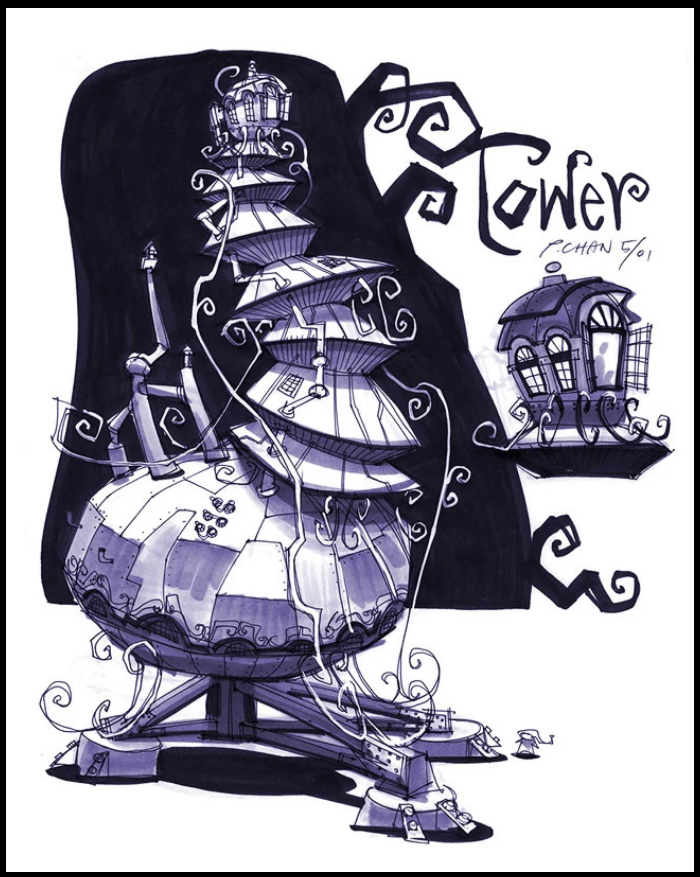
In June 2011, the original publishing deal with Majesco expired, and full publication rights for the game reverted to Double Fine. In 2011, Double Fine released an updated version for Windows and a port to Mac OS X and Linux through Steam. The new version provided support for Steam features including achievements and cloud saving. The Mac OS X port was developed in partnership with Steven Dengler's Dracogen. In conjunction with this release, an iOS application, Psychonauts Vault Viewer!, was released at the same time, featuring the memory vaults from the game with commentary by Tim Schafer and Scott Campbell.

With control of the game's rights, Double Fine was able to offer Psychonauts as part of a Humble Bundle in June 2012. As a result, the game sold well, with Schafer stating that they sold more copies of Psychonauts in the first few hours of the Bundle's start than they had since the release of the retail copy of the game. Later in 2012, Schafer commented that their ability to use digital venues such as Steam that *"[Double*

Fine] made more on Psychonauts this year than we ever have before".

Although initially unplayable on the Xbox 360, Tim Schafer spearheaded a successful e-mail campaign by fans which led to Psychonauts being added to the Xbox 360 backwards compatible list on December 12, 2006, and on December 4, 2007, Microsoft made Psychonauts one of the initial launch titles made available for direct download on the Xbox 360 through their Xbox Originals program. When Majesco's rights expired, the game was temporarily removed from the service in August 2011, as Microsoft does not allow unpublished content on its Xbox Live Marketplace. Schafer worked with Microsoft to gain their help in publishing the title under the Microsoft Studios name, and the game returned to the Marketplace in February 2012. The game was added to the PlayStation Network store as a "PS2 Classic" for the PlayStation 3 in August 2012.

As part of a deal with Nordic Games, who gained the rights to Costume Quest and Stacking after THQ's bankruptcy, Double Fine took over publishing rights for both games, while Nordic published and distribute retail copies of all three games for Windows and Mac OS X systems.



In 2016, Double Fine also released Psychonauts as a classic title for use with the PlayStation 4's emulation software.

Psychonauts received positive reception, according to Metacritic. Schafer and Wolpaw's comedic writing was highly praised, as well as the uniqueness and quirks that the individual characters were given. Alex Navarro of GameSpot commented favorably on the *"bizarre"* cast of characters, their conversations that the player can overhear while exploring the camp, and how these conversations will change as the story progresses, eliminating repetition that is typical of such non-player characters in platform games. Tom Bramwell of Eurogamer found that he was incentivized to go back and explore or experiment in the game's level to find more of the comedic dialog that others had observed. The game was also noted for its innovations, such as the use of a second-person perspective during a boss battle.

The game's art and level design (in particular, the designs of the various mental worlds that Raz visits) were well-received. Jason Hill of the Sydney Morning Herald stated that each of the dream worlds *"is a memorable journey through the bizarre inner psyche"* of the associated character. Two particular levels have been considered iconic of the game's humor and style. In one level, Raz enters the mind of a lungfish monster that lives near camp; in the lungfish's mind Raz is portrayed as a giant monster akin to Godzilla that is attacking the tiny lungfish citizens of Lungfishopolis, effectively creating an absurd role reversal of the typical giant monster formula. Another noted level is the "Milkman Conspiracy", where Raz enters the mind of one of the mental patients at the asylum, a former milkman that became overly paranoid about a government conspiracy. The level presents a 1950s suburbia design aesthetic, which twists and loops upon itself, filled with poorly disguised secret agents attempting to hide in plain sight.

The overall game structure has been a point of criticism. Some reviewers identified that the first several hours of the game are focused on tutorials and instruction, and are less interesting than the later mental worlds. The game's final level, the "Meat Circus", was also considered unexpectedly difficult

when compared to earlier sections of the game, featuring a time limit and many obstacles that required an unusual level of precision. On its re-release in 2011, Double Fine adjusted the difficulty of this level to address these complaints. Some found that the game's humor started to wane or become predictable in the latter part of the game.

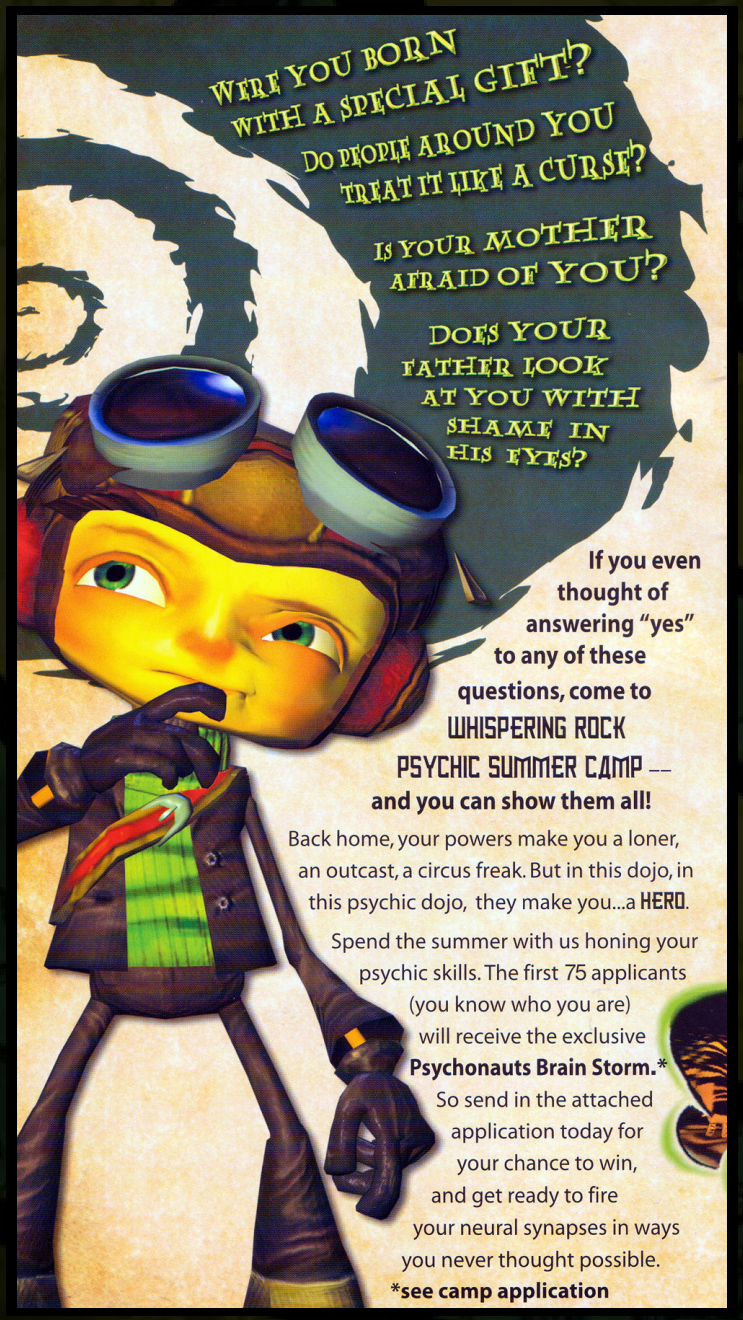
GamingOnLinux reviewer Hamish Paul Wilson gave the game 8/10, praising the game's creativity and presentation, but also criticizing several other areas of the game, including the large number of unaddressed bugs. Wilson concluded that *"Psychonauts has to be viewed as a flawed masterpiece"*. In 2010, the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die.

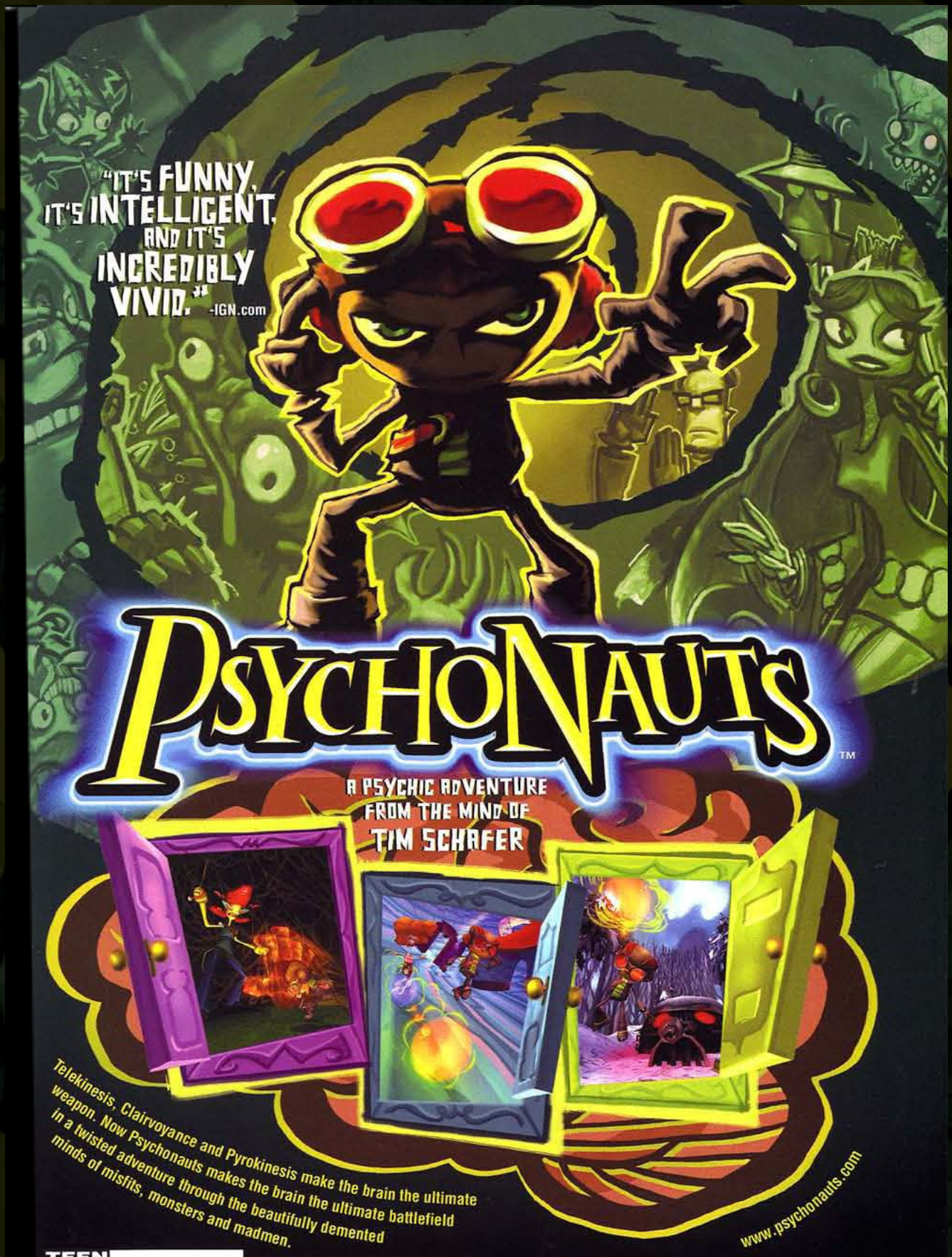
Awards include E3 2005 Game Critics Awards: Best Original Game and British Academy Video Games Awards 2006: Best Screenplay.

The editors of Computer Games Magazine presented Psychonauts with their 2005 awards for "Best Art Direction" and "Best Writing", and named it the year's tenth-best computer game. They called the game *"a wonderfully weird journey high on atmosphere, art direction, and creativity."* Psychonauts won PC Gamer US's 2005 "Best Game You Didn't Play" award. The editors wrote, *"Okay, look, we gave it an Editors' Choice award — that's your cue to run out right now and buy Tim Schafer's magnificent action/adventure game. So far, only about 12,000 PC gamers have."* It was also a nominee for the magazine's "Game of the Year 2005" award, which ultimately went to Battlefield 2.

Despite Psychonauts earning high critical praise and a number of awards, it was a commercial failure upon its initial release. Although the game was first cited as the primary contributing factor to a strong quarter immediately following its launch, a month later Majesco revised their fiscal year projections from a net profit of $18 million to a net loss of $18 million, and at the same time its CEO, Carl Yankowski, announced his immediate resignation. By the end of the year, the title had shipped fewer than 100,000 copies in North America, and Majesco announced its plans to withdraw from the *"big budget console game marketplace"*. Schafer stated that by March 2012 the retail version Psychonauts had sold 400,000 copies.

Following Double Fine's acquisition of the rights, they were able to offer the game on more digital storefronts and expand to other platforms; as previously described, this allowed the company to achieve sales in a short term far in excess of what they had been prior to obtaining the rights. In August 2015, Steam Spy estimates approximately 1,157,000 owners of the game on Steam alone. In the announcement for Psychonauts 2 in December 2015, Schafer indicated that Psychonauts sold nearly 1.7 million copies, with more than 1.2 million occurring after Double Fine's acquisition of the rights.





TEEN T CONTENT RATED BY ESRB

Cartoon Violence
Crude Humor
Language

PlayStation.2 XBOX PC CD MAJESCO ENTERTAINMENT

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7.8

Puzzle Quest: Challenge of the Warlords

Developer	Infinite Interactive
Publisher	D3Publisher
Release date	(us) November 13, 2007
Genre	Puzzle
Mode	1 Player

Puzzle Quest: Challenge of the Warlords is a game developed by Australian company Infinite Interactive and published by D3 Publisher. The game combines role-playing with strategy and puzzle elements. It uses a competitive Bejeweled-style playfield to simulate combat and other activities common to role-playing games.

The game was first published simultaneously for the Nintendo DS and PSP in early 2007, and several ports to other systems were subsequently released.

The story of Puzzle Quest is based in the Warlords game universe. Players assume the role of a character with various statistics such as combat ability, morale, and magical affinity. A character's predisposition toward individual attributes and spells is determined by the selection of one of four professions at the start of the game. During play, the player takes on quests as part of the main storyline, as well as accepting side quests in order to gain items, experience and gold. Gold can be used to buy equipment that offers bonuses in combat, or it can be used to build up a citadel that unlocks additional content and customization for the character.

The game uses a simple map, and as players accept quests, new towns, cities, and other points of interest appear as available destinations. Each location is connected together by roads, and foes periodically appear between locations, blocking movement until they are defeated. Key quest locations are also marked on the map, and completing quests typically involves visiting such locations in order to defeat one or more opponents in one-on-one battles.

Combat in the title is conducted entirely via turn-based puzzle action similar to Bejeweled or Zoo Keeper. The player and the computer-controlled opponent take turns swapping the position of two horizontally or vertically adjacent tiles on a grid to make a row or column of at least 3 like tiles; these tiles are removed with various effects as listed below, and all tiles above them fall to fill in the spaces, with new tiles created at the top of the board. If, by this action, a new row or column of three or more like tiles is formed, this is also removed and the chain can continue indefinitely. An extremely long chain can earn the player additional bonuses.

Once either the player or computer opponent runs out of life, the battle is over. Most battles can be re-fought if the player loses, although only those which are part of the main quest need be completed in order to advance the game plot.

The main character receives companions during the game. These companions provide various bonuses in battle, such as damaging enemies or providing bonuses to the main character's attributes. Some companions are fixed to join the player as the game progresses, while others may be obtained via choices that the player makes. The presence of certain Companions unlock various subplots and extra quests. Companions may also be left behind and picked up again at specific locations, as well as leave

the player permanently due to conflicting interests. Companions may interact with each other in subplots.

With the money earned from combat and questing, players can either purchase items to provide benefits in battle, or can spend the money to build up their citadel. With an appropriately augmented citadel, players can "capture" enemies they have defeated multiple times in order to learn spells from them, store & train mounts and receive various other benefits. In many cases, actions at the citadel require completing a single-player challenge based on modified game rules. For example, to forge a new item, the player must clear at least one "hammer and anvil" symbol from the board by either matching at least 3 of them in a row or column, or having one in a row or column of a 4 or 5-length match, before the board has no more legal moves.

Once the citadel has received certain upgrades, gold can also be spent at the citadel in order to directly improve player statistics (through donations to the gods). The cost for such upgrades increases as the current value of the statistic increases.
A player's citadel is initially accessible only from a single city, but players can gain access to the citadel screen from other cities by successfully laying siege to these locations. After defeating the city itself in combat, the city is captured and citadel management becomes available from the new location.

Puzzle Quest was primarily the brainchild of Steve Fawkner, the original designer of the Warlords game series which merged typical RPG elements with turn-based strategy games. The series was successful enough for Fawkner to form Infinite Interactive, which were the primary developers of the first three titles for the series, and did some of the work on the fourth title in 2004 before full development

was taken over by Strategic Studies Group (SSG), the publisher for the first three games, due to declining budgets for video games at that time. Fawkner opted to reduce his staffing to three people and use the time to refine their game engines, not releasing any games through 2007.

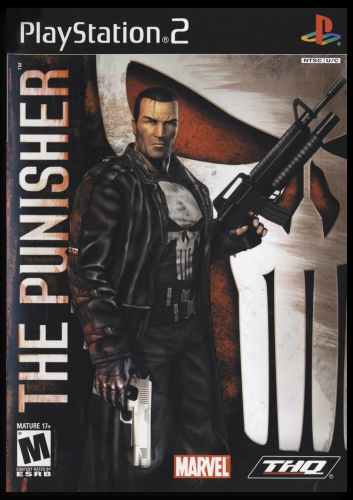
During this time, Fawkner became hooked on Bejeweled, often playing the game into the late hours of the night. He realized that he could wrap the core match-3 concept into a game with Magic: The Gathering elements and create a story mode in the vein of Final Fantasy Tactics, forming the basis for Puzzle Quest. Fawkner found difficulty in finding a publisher for the title, as they did not have an idea of how many units the game would sell and thus could not estimate a budget for the title. Fawkner eventually was able to gain D3 Publisher that dealt primarily in low-volume Japanese titles, though there still had difficulties with estimating budgets.

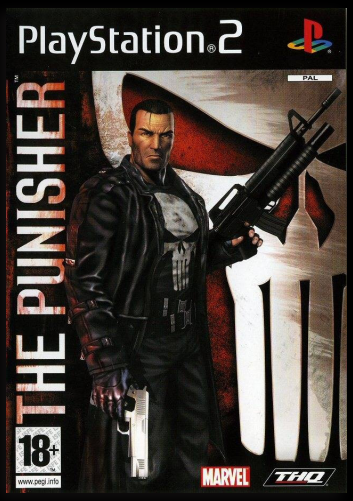
The first release of the game in North America consisted of 40,000 units of the Nintendo DS version; according to Fawkner these sold out within a week of shipment, in part due to the game's mention and difficulty to acquire by the popular webcomic Penny Arcade. D3 raced to publish more to meet demand, though at the time were limited by Nintendo's ability to provide black DS cartridges. With the success of the game, Fawkner was able to expand Infinite Interactive to eventually 70 employees to work on the various ports of Puzzle Quest and subsequent sequels.

Puzzle Quest was a giant surprise hit, receiving very positive reviews from the gaming community. Hyper's Maurice Branscombe commends the game for being a *"fantastic puzzle game, mixed with simple, yet compelling, RPG elements"*. However, he criticizes it for having a "cookie cutter RPG story".

The Punisher

6.8





Developer	Volition Inc.
Publisher	THQ
Release date	(us) January 17, 2005
Genre	Third-person shooter
Mode	1 Player

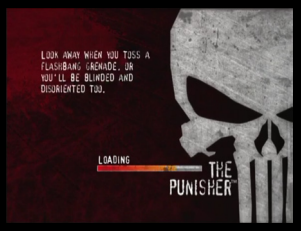
The Punisher stars the Marvel Comics antihero, The Punisher. After his family was murdered by the Mafia, Frank Castle devoted his life to the punishment of criminals. Players take control of the titular ruthless vigilante to track down and kill criminals.

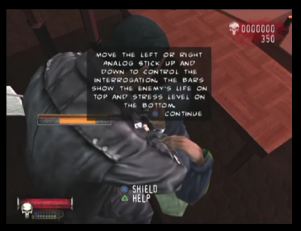
The game's story is a loose mixture of the 2004 film, as well as the Vol. 4 (2000) and Vol. 5 (2001) series of the comic books. Actor Thomas Jane reprises his role as Frank Castle/The Punisher. The game features many cameo appearances from Marvel Comics characters, such as Iron Man, Nick Fury, Black Widow, Matt Murdock (the alter ego of Daredevil), Bushwacker, Kingpin and Bullseye. Also present are several characters from the Welcome Back, Frank storyline such as detectives Martin Soap and Molly von Richthofen, the Punisher's neighbors Joan and Spacker Dave, Ma Gnucci, The Russian and General Kreigkopf.

Gameplay in The Punisher offers a combination of exploration, stealth, and combat. When encountering an enemy, the Punisher can attack, or perform a one-button "quick kill". Depending on the villain, the current location, and a player-determined level of aggression, one of numerous fatal assaults will be performed. The game's environments also feature interrogation "hot spots", where the Punisher can interrogate his enemies using death threats and torture, coercing them to share information that may help him in his quest.

The game sold around one million copies and was profitable for Volition.

The game received mixed reviews, criticizing the game's sound effects and the linear and repetitive gameplay, but praising its system of torture, the storyline, the inordinate amount of violence and Punisher himself. Maxim contributor Gene Newman opined in his review that this game *"[made] the Grand Theft Auto series look like Super Mario Kart."* The Sydney Morning Herald, however, gave the game a score of three stars out of five and called it *"dark, violent and derivative, but nowhere near as flawed as the movie."*





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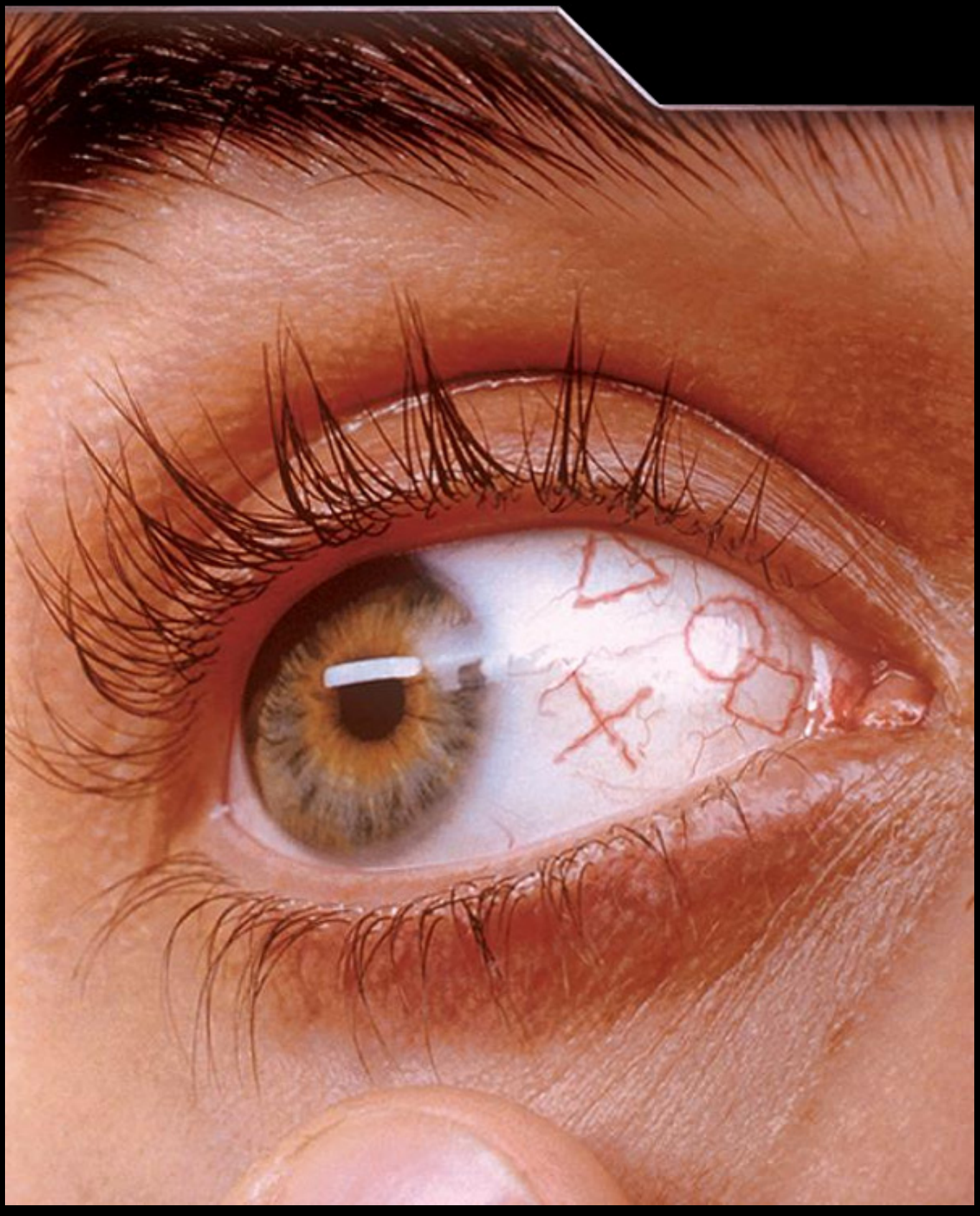
(sleepless nights)^2



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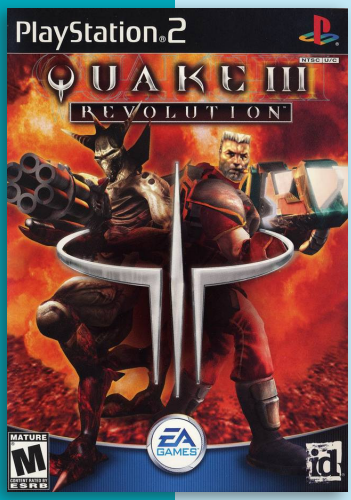
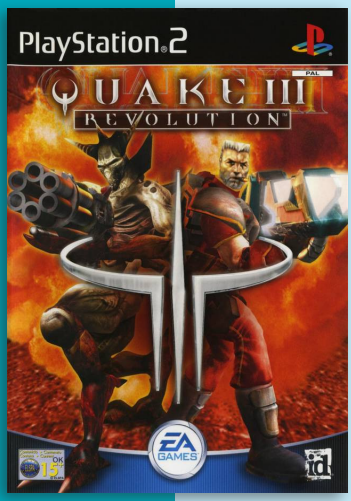
Quake III Revolution

8.4





J N P

Developer	Bullfrog Productions
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) March 26, 2001
Genre	First-person shooter
Mode	1-2 (4) Players

Quake III Revolution is a fusion of Quake III Arena and Quake III: Team Arena. The game was one of the first games to show the potential of the PS2. In Split-Screen mode, the screen is divided up to a maximum of 4 segments, depending on the amount of players that are willing to play or not.

The game contains all the Game Modes found in Quake III Arena, as well as some new modes.

Single Weapon Death Match: Each player fights with a common weapon, and ammo is replaced with ammunition for the determined gun.

One Flag CTF: One team attempts to retrieve the white flag and the other must defend it.

Possession: The players try to be the first to possess the white flag in the determined amount of time

Team Possession: The players try to be the first team to possess the white flag in the determined amount of time.

Elimination: The players must defeat each other in a tournament like game, this is the mode where the players fight the Vadrigars.

The PlayStation 2 version was widely criticized for having long loading times (which typically averaged over a minute compare to the Dreamcast and PC version).

"quake.fandom.com"

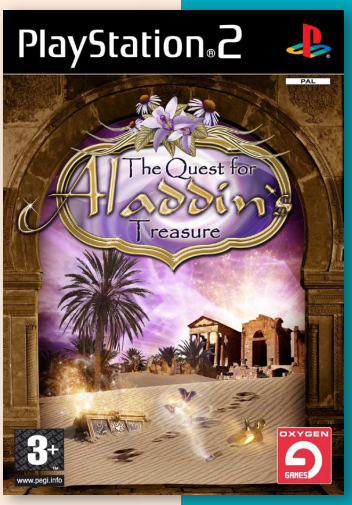
The Quest for Aladdin's Treasure

P

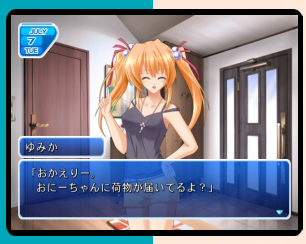
Developer	Broadsword Interactive Limited
Publisher	Oxygen Interactive
Release date	(eu) September 7, 2007
Genre	Action-adventure
Mode	1 Player

This game is 3D puzzle game based on the tale from the book of One Thousand and One Nights.

The player takes control of Aladdin and has to solve puzzles while travelling on his magical flying carpet from one location to another. Puzzles include slide puzzles, moving planks of different lengths on pillars and pushing blocks in gaps in the floor to reach the exit, among others.



Que: Ancient Leaf no Yousei



J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) June 28, 2007
Genre	Visual novel
Mode	1 Player

The player character is Makoto, a high-school sophomore. One day, he receive a package with a virtual reality gadget that lets him experience a social networking service called Que. It just so happens that service is for girls only. As such, he create a female avatar and enter the world of an Ancient Leaf. While hiding his identity when talking to girls in virtual reality, many of his friends in real world have no idea about him, but at the same time he have an opportunity to find out more about them, things they wouldn't usually share with a guy.

The game is a typical visual novel which consists of reading through the text, which has full voice-over support for NPCs, lets players check the message log, and remove the text to see the clear background image with character sprites. Occasionally, choices are made to branch the story, and they can even select to go to different locations on the city map, both during daytime and nighttime.

"mobygames.com"

Limited Edition

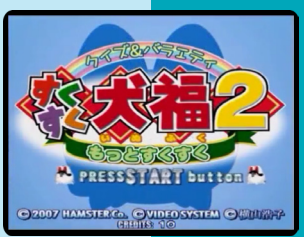
Quiz & Variety SukuSuku Inufuku 2: Motto SukuSuku

5.9

Developer	Hamster
Publisher	Hamster
Release date	(jp) August 23, 2007
Genre	Trivia
Mode	1-2 Players

As the sequel to SukuSuku Inufuku, Motto SukuSuku again features the rather odd-looking dog Inufuku, who also has cameos in some of the later Sonic Wings games. The game spans a year; in January, the player adopts an Inufuku to raise. Throughout the year, the players encounters a variety of characters who challenge them to quizzes and competitive games. The players performance on the challenges influences how their Inufuku looks as it grows up. The characters, locations, and title cards for each month that show up in the game also vary.

"sonicwings.fandom.com"



J

Q-Ball Billiards Master

6.5

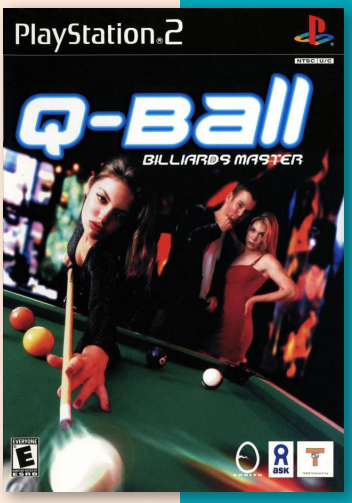
J N P

Developer	Ornith
Publisher	Take-Two Interactive, (jp) ASK,
Release date	(jp) March 30, 2000
Genre	Sports
Mode	1-2 Players

Q-Ball is a realistic billiards simulation. The focus is squarely upon accurate, realistic physics and ball behavior - friction, speed, collisions, etc.

Players can learn trick shots, practice, and even compete against the various computer players who are Pro-Ranked. There's also a 2 player mode to play against a friend, over a total of 10 different games.

"mobygames.com"



Quartet!

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) September 28, 2006
Genre	Adventure
Mode	1 Player

The game follows the drama and events in the 84 days leading up to a classical string competition where 24 quartets play and one team wins. From there, the members of the winning quartet may go on to enjoy fulfilling lives as musicians in travelling troupes, backyard barbecues, or grand orchestras.

The limited edition of Quartett! includes a bonus art booklet which features artwork.

J

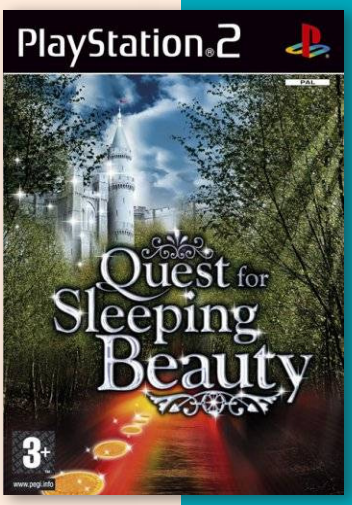
Quest For Sleeping Beauty

5.6

P

Developer	Oxygen Interactive
Publisher	Oxygen Interactive
Release date	(eu) February 17, 2006
Genre	Adventure
Mode	1-2 Players

Quest for Sleeping Beauty is a 3D Pac-Man variant played from a bird's-eye perspective. It is based on the fairytale Sleeping Beauty. The player takes control of a young boy or girl and has to collect all the pellets on a map to advance. Spiders and other enemies are harassing the player and when caught by a spider, a live is lost. Across the map potions can be found to fend off the enemies.



PS2

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EDGE	'Dangerously close to being the best in the genre' 8/10
CVG	'A thrill-a-nanosecond old skool blaster' 8/10
PlayStation 2 Official Magazine	'It's so beautiful it makes us cry' 7/10

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R-Type Final

7.9

Developer	Irem
Publisher	Irem, (us) Eidos Interactive, (eu) Metro3D
Release date	(jp) July 17, 2003
Genre	Shooter
Mode	1 Player

R-Type Final (アールタイプファイナル Āru Taipu Fainaru) is a horizontal shooter originally planned as the last game in the series; however, R-Type Tactics was released for the PSP in 2007.

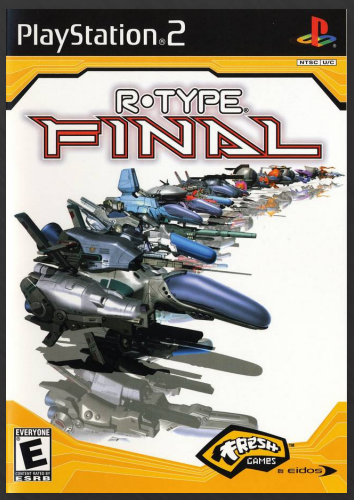
Final takes place after several long wars against the Bydo, the main antagonist in the R-Type series. The player's first mission is to investigate a mysterious enemy inside a crashed space colony, the remnants of a large battle codenamed Operation Last Dance, a previous attempt to wipe out the Bydo once and for all. This investigative theme is incorporated throughout the game as each level is considered 'research' on the Bydo and unlocks a gallery of in-universe artwork and additional playable ships. Levels are prefaced with hints of the R-Type universe in the form of poetry.

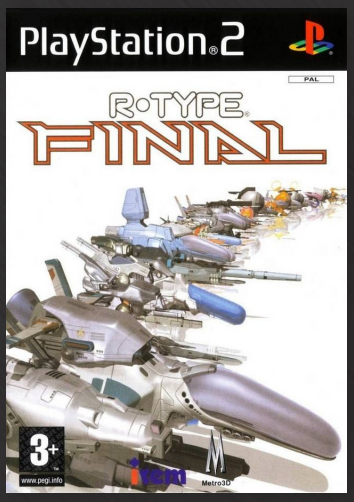
Final provides 101 playable ships, including altered versions of ships appearing in previous R-Type games, together with many original ones. They are unlocked through a branching system accessed via the R Museum, which was originally featured in R-Types. The PS2's internal clock is incorporated into each ship's development history (shown through a commemorative plaque) when certain in-game tasks are completed. For example, ships unlocked in 2008 will be seen in the game as having been rolled out in 2168.

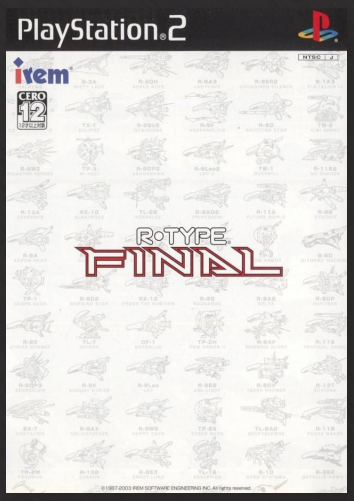
The level physicality and enemies change size and character depending on the difficulty setting chosen by the player, providing different flight paths and playing experience for each level.

R-Type Final received "generally favorable" reviews, according to Metacritic.

In a special edition of Edge magazine, listing their 100 top videogames of all-time, R-Type Final was the only horizontal shooter on the list.



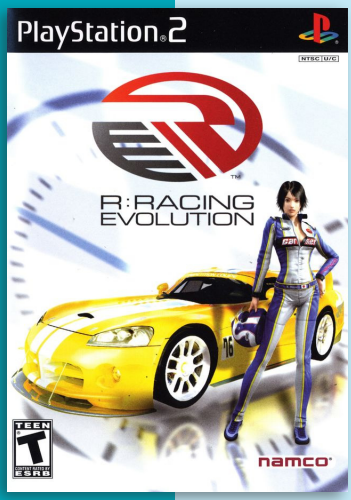


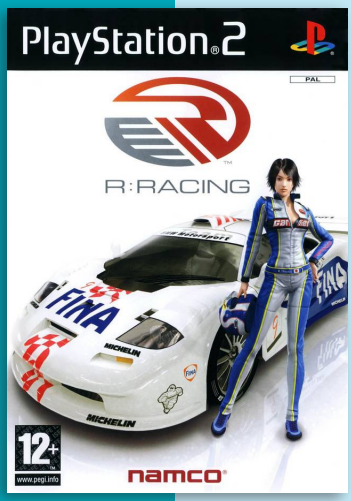


J N P

R: Racing Evolution

6.6





J N P

Developer	Namco
Publisher	Namco
Release date	(jp) November 27, 2003
Genre	Racing
Mode	1-2 Players

R: Racing Evolution (R: Racing in Europe) is a racing game released on the GameCube, PS2 and Xbox.

The game feature over 33 licensed cars from various motorsports series (such as the JGTC, WRC and the 24 Hours of Le Mans), and in-depth configuration options such as adjusting the brakes, front wheel stabilizers, and car weight. Other features concerning gameplay include drifts, Nitro adjustments, and individual classes and attributes for every car. The game also features a system referred to as the pressure meter, a gauge that is displayed above every car which fills up as the player gets closer to a rival car; the higher the meter, the greater the likelihood that the AI will make a critical mistake. Most of the time, when the player overtakes an NPC, it will trigger a dialog, complimenting your movements, and it might also trigger a dialog when the pressure meter is full/half-full, with the opponent slowly feeling the pressure, ending up, most likely, screaming out of control.

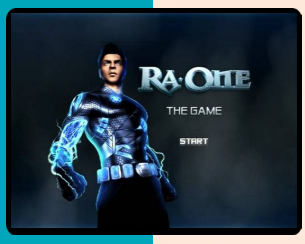
The game offers a story mode where the player follows the racing career of Rena Hayami as she struggles to deal with the busy life of a professional race car driver and the politics of the sport. The mode features 14 chapters, in which the player earns new cars, RP points for new purchases, and views CG movies proceeding every chapter. Other modes include the usual racing game fare: single races, time attacks, a versus mode, and car customization.

The game received “average” reviews on all platforms according to Metacritic.In Japan, Famitsu gave it a score of all four eights on each platform for a total of 32 out of 40.

The gameplay was described as a compromise between simulation and arcade. The story was considered interesting enough to keep the player interested in an otherwise dull series of races. Graphically, the game was more or less identical on all platforms. On the other hand, the game was found lacking in comparison to other racing titles on the Xbox.

RA.ONE: The Game

5.2



P

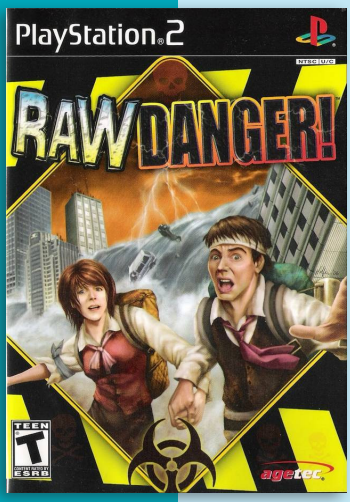
Developer	Trine
Publisher	SCEE
Release date	(eu) October 5, 2011
Genre	Action
Mode	1-2 Players

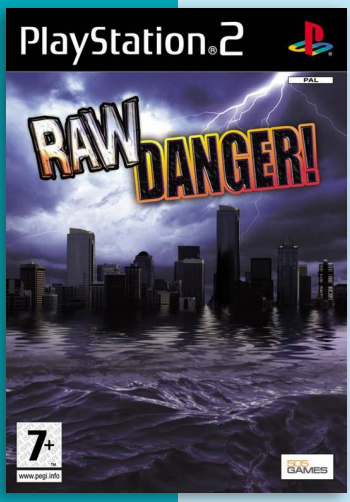
Ra.One: The Game is an action game that features characters from the 2011 Indian science fiction superhero film Ra.One. It is a prequel to the movie and has several characters from it. There are eleven playable characters that fight one-on-one or one against many in 20 3D arenas. They fight by combining melee attacks into combos, but can also use ranged weapons. The environment can be used in various ways and there are height differences. There are three game modes: Story mode, Brawl mode and Challenge mode. Multiplayer is supported for up to four players.

"mobygames.com"

Raw Danger!

6.3



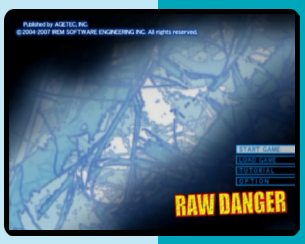


Developer	Irem
Publisher	Agetec, (jp) Irem, Granzella Inc.
Release date	(jp) March 30, 2006
Genre	Action-adventure
Mode	1 Player

Raw Danger!, known in Japan as Zettai Zetsumei Toshi 2: Itetsuita Kiokutachi ("The Desperate City 2: Frozen Memories") is an action adventure survival game for the PS2. The game is a sequel to Disaster Report. Like the previous game in the series, Raw Danger was slightly modified for the Western release and to make it more suitable for the US release.

The game follows six characters as they try to escape a city that is being flooded by torrential rains.

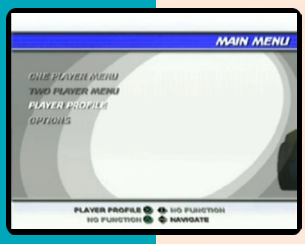
Players must think on their feet and utilize creative survival skills to have any hope of seeing their family again. Body temperature and health decrease when players are wet or in cold weather too long. They must find places to warm themselves and gather food, and find dry clothes or make them. In the end, players must run, climb, jump, and crawl their way out of this devastated city, while constantly trying to piece together information from emergency broadcasts and other victims of the disaster.



J N P

Raceway: Drag & Stock Racing

4.7

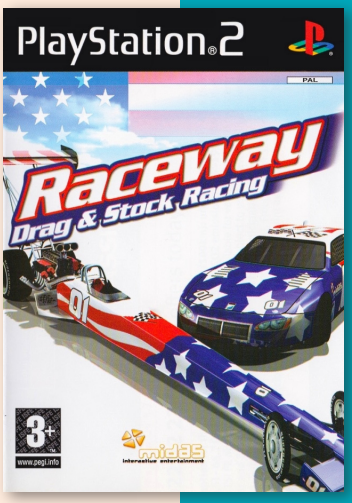


P

Developer	Brain in a Jar
Publisher	Midas Interactive Entertainment
Release date	(eu) September 29, 2006
Genre	Racing
Mode	1-2 Players

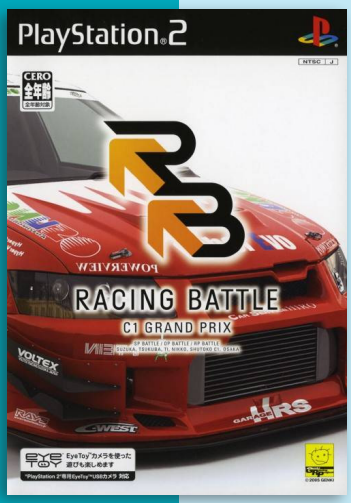
Raceway: Drag & Stock Racing is a racing game by Midas Interactive Entertainment that was released for PS2, PS3 and Wii.

The game feature multiple game modes include Shoot Out, Big Ramp, and Stunt Arena, and 16 different stock cars to choose from. It also features single player or head-to-head racing, championships, trophies, bonus modes, and several of unlockable extras.



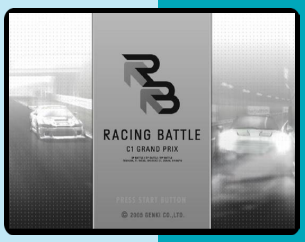
Racing Battle: C1 Grand Prix

8.0



Developer	Genki
Publisher	Genki
Release date	(jp) May 26, 2005
Genre	Racing
Mode	1-2 Players

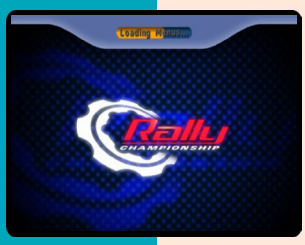
The game combine elements from Genki's Kaido and Shutokou Battle series. Making use of its heavily modified cars, C1 Grand Prix enables players to customize their cars and also supports closed-circuit races for as many as six opponents at once. The Lancer Evolution VII, Aqua NSX, and GRP S20000 are some of the licensed cars players can race with, while actual Japanese courses, like the Tokyo Expressway are also featured.



J

Rally Championship

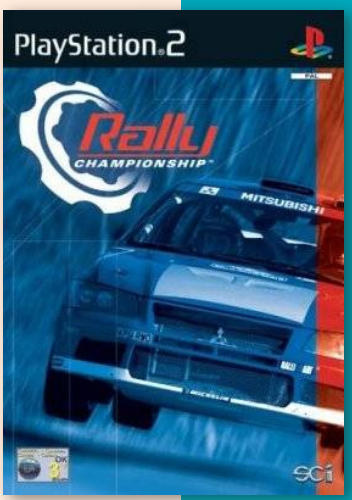
7.4



J P

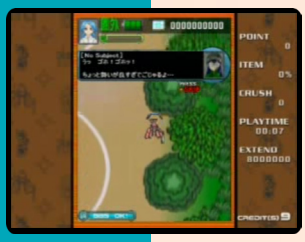
Developer	Warthog
Publisher	Success, (eu) SCi
Release date	(eu) May 31, 2002
Genre	Racing
Mode	1-2 (4) Players

This racing game features 29 cars, including Subaru, Mitsubishi, Toyota and Ford, plus classic cars such as the Audi Quattro and Mini Cooper. 24 full rally stages are available to the single player, with arcade, championship and quick race modes available. The game also features a split screen multi player mode for up to four players. The cars use a four point physics system, dynamic damage and mud/dust/snow effects.

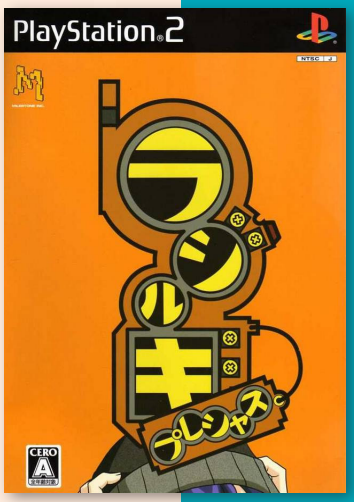


Radirgy Precious

7.5



Developer	MileStone Inc.
Publisher	MileStone Inc.
Release date	(jp) May 25, 2006
Genre	Shooter
Mode	1 Player

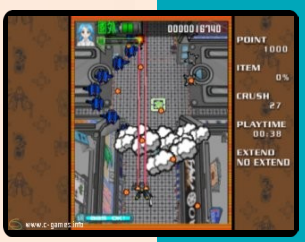


J

Radirgy is a shoot 'em up video originally developed by MileStone and released for the Sega NAOMI arcade platform in 2005. Radirgy was ported in 2006 to the Dreamcast, PS2, and GameCube exclusively in Japan—of which the latter two featured exclusive gameplay modes. O~3 Entertainment planned to localize the GameCube version in North America under the title Radio Allergy, but the release was canceled.

The story follows schoolgirl Shizuru Kamigusa in an age filled with radio waves which she is allergic to. She must save her father, who is developing a remedy for her sickness, from terrorists who have taken control of his company.

Radirgy features an arcade mode with five stages, a score attack mode, scalable difficulty, and bonus modes depending on the platform. The game features bullet hell gameplay elements, providing the player with a small hit box and swarms of particles to evade. Most of the bullets come in patternless waves with the exception of bosses which feature more structured patterns. The player may choose from three different ships each with a different speed setting, and may also choose from three different weapons: spread gun, homing laser, and bubble cannon. Each weapon behaves differently, so the player must utilize different strategies with them. The player is also equipped with a sword and shield. The sword and main weapon can be used to destroy the enemies and some bullets, and can also deflect items. This deflection mechanic allows the player to "juggle" items and power-ups until they are desired. When not firing, a shield is automatically deployed which can deflect some bullets. A combo bar, which determines the score multiplier, can be increased by either using the shield to harvest energy from bullets or enemies, or using the ABSNET shield, a weapon which eliminates all minor enemies and bullets on the screen. In order to use the ABSNET shield, the player must fill a gauge by gathering blue items which drop from destroyed enemies.



6.7

Raging Blades

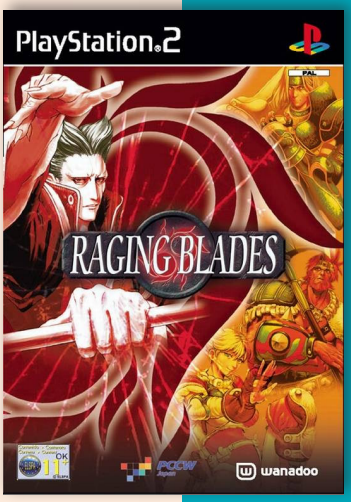
J P

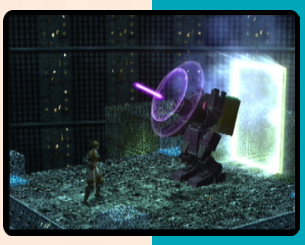
Developer	Pacific Century Cyber Works
Publisher	Pacific Century Cyber Works, (eu) Wanadoo
Release date	(jp) June 6, 2002
Genre	Action
Mode	1-2 (4) Players

In Raging Blades, the continent of Atranart is at the verge of doom and destruction. Monsters appear everywhere with destruction in mind. Player takes control one of four heroes: knight, wizard, priestess or warrior, who must cleanse the continent of Atranart from evil. The game is a very action oriented adventure in a world of magic and heroes. The said quest is nine differently themed levels long, each one consisting of several smaller stages in which the player must accomplish a set number of tasks before they can move along to the next one.

The game also feature a multiplayer mode, which is a versus mode game where maximum of four players can take on each other.

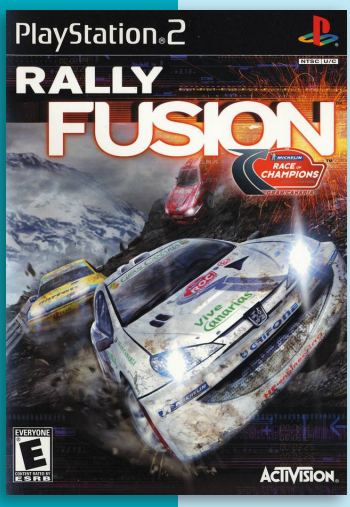
"mobygames.com"





Rally Fusion: Race of Champions

7.3



Developer	Climax Group
Publisher	Activision
Release date	(us) November 11, 2002
Genre	Racing
Mode	1-8 Players

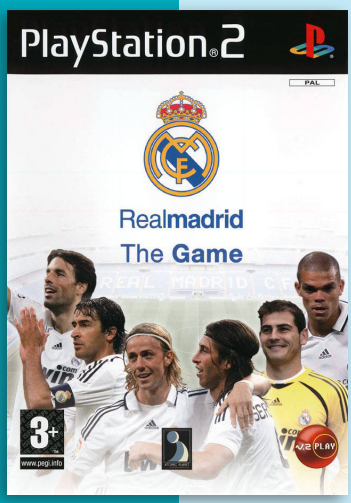
The game is based on the Race of Champions held in Gran Canaria. It feature 19 different cars such as the Lancia 037, Peugeot 306 Maxi and the ROC buggy. 19 different tracks were used but many never featured in the real race of champions.

The Race of Champions is a single event where players race head to head with identical cars on parallel courses. The Nations cup is an off-road cup where up to eight teams race it out in a knock-out competition. Each mode can be raced in three difficulty levels of which the harder two must be unlocked first by finishing the easier class. Each difficulty comes with different cars and adjustments to the tracks. Besides these two main modes the game also comes with: duel, rally, circuit, rally cross, driving, hill climb, elimination and follow-the-leader game modes.

N P

Real Madrid: The Game

7.3



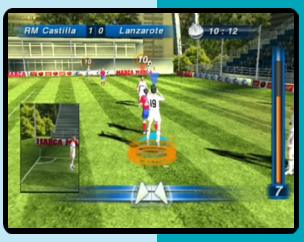
Developer	Atomic Planet Entertainment
Publisher	Virgin Play
Release date	(eu) May 2009
Genre	Sports
Mode	1 Player

Real Madrid: The Game is a combination of life simulation, sports game and cRPG.

The main character is an amateur football player who takes his first steps in professional football. By systematic training and opportunities given by the coach and teammates, he wants to break through to the basic line-up of Los Galacticos and, together with the team, reach for the champion's title.

The player's task is to develop the football skills of the characters and then use them during team matches. The foundation of the game are mini-games, illustrating various situations on the pitch (e.g. a free kick, a corner, taking over the ball). The effectiveness of the games translates into recognition in the eyes of the coach, players and fans. The higher it is, the more opportunities to play.

"gamepressure.com"



P

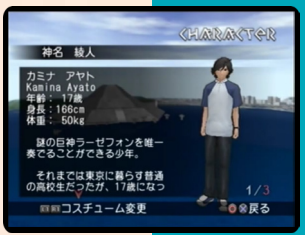
RahXephon

7.0

Developer	Bandai
Publisher	Bandai
Release date	(jp) August 7, 2003
Genre	Adventure
Mode	1 Player

RahXephon is based on an anime series about 17-year-old Ayato Kamina, and his ability to control a mecha known as the RahXephon, and his inner journey to find a place in the world.

The game, Blue Sky Fantasia, is mainly an adventure game with some action sequences. The player moves around in a 3D environment, learning about places and relationships, and moving the story toward one of forty different endings. In-game characters are voiced by their original Japanese voice actors and are animated while speaking. Cut scenes feature hand-drawn animation, some of which was made for the game. In the action sequences the player fights Dolems with the RahXephon; weapons and other RahXephon variants can be un-locked.



J

RADIATA STORIES™

tri-Ace SQU

TEEN
T
CONTENT RATED BY ESRB

Fantasy Violence
Language
Suggestive Themes
Use of Drugs and Alcohol

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Developed by
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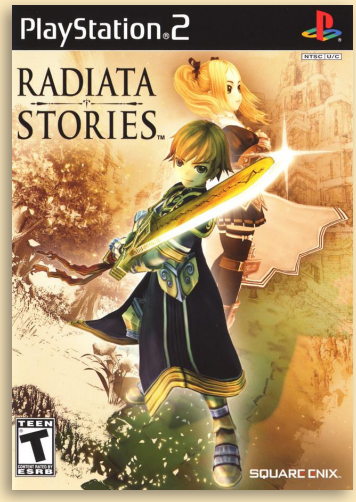
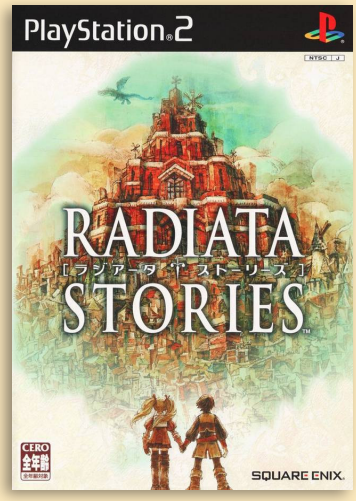
PlayStation.2

7.4

Radiata Stories





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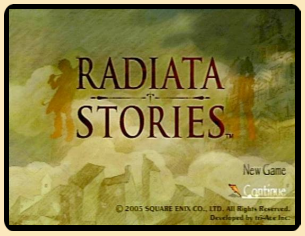


Developer	Tri-Ace
Publisher	Square Enix
Release date	(jp) January 27, 2005
Genre	Action role-playing
Mode	1 Player

Radiata Stories (ラジアータ ストーリーズ Rajiaata Sutooriizu) is a lighthearted and humorous fantasy role-playing game from Square Enix.

Radiata Stories places great emphasis on its persistent world and NPCs each with their own lives, lifestyles, jobs, personalities, homes, dialogues and schedules, which are controlled by the game's Day/Night system.

The game provides the novel ability to kick almost anything. Kicking furniture and other inanimate objects will occasionally turn up items or dagols (the local currency). Kicking NPCs several times will cause them to fight Jack, or summon guards to fight for or with them. Jack gains experience, money, and possibly items when he wins these duels, but will not lose the game if he is defeated. Jack may only win a duel against each character once each day.

There is no overworld map during fights. Battles takes place on a separate screen in real time, though monsters appear on the field screen. The player has direct control of Jack's movement and actions in all three dimensions, though bringing up menus pauses the action. Jack is the only character the player controls directly; all other party members are run by the in-game AI. The player can issue commands to individual party members, and the entire party can be ordered into tactical formations via the "Link System."

176 NPCs are recruitable. Some need only to be talked to, while others must be placated with fetch quests, dueled, recruited after Jack or a certain character has reached a certain level, or during certain moments in the game's story. After recruitment, they are placed on his "Friends List," at which point the player may include most of them in Jack's party at almost any time. The Friends List also provides capsule biographies for each character. It is impossible to complete everything during a single playthrough.

NPC party members can strengthen their single skill. However, they do not learn new ones, and cannot be given new weapons, armors and accessories, so skills and equipment are significant criteria in choosing one's teammates. There is also no "magic" stat, forcing the player to constantly recruit new party members as magic spells do not increase in power.

Depending on the path the player chooses, they will lose certain characters that they recruited, and characters they didn't recruit will be unrecuitable for the rest of the game. Also, certain areas of the game will be inaccessible.

After completing the game, the player may continue playing the same game, unlocking a bonus dungeon, the Dragon Lair Cave. If the player chooses the option "Strong from Start", they will retain all their skills, money, and some items. All the characters the player recruited will be kept in their Friends List. However, the player must recruit the characters again in subsequent playthroughs.

Radiata Stories takes place in the land of Radiata. The land has many regions linked by great bridges. In

the center region is Radiata City, where the story starts and may continue, given the human path is chosen.

In Radiata, humans and fairy creatures live together in peace until the story progresses. Just about halfway through the game, the player must choose a side by either choosing the Human path or the Non-Human path.

The three main characters of Radiata Stories are Jack Russell, an insubordinate and happy-go-lucky teenager; Ridley Silverlake, a composed female Knight who was trained to be a warrior since birth and feels the pressure of expectations from others; and Ganz Rothschild, the polite and gentle Captain of their brigade who is prone to becoming overexcited.

The 300 characters and 175 recruitable NPCs of Radiata Stories were all given unique personalities and backstories. It is impossible to recruit every NPC during the first playthrough, and the game must be played at least twice to unlock all characters. Every time a character is unlocked, he or she shows up on the player's Friends List, which also provides a summary of their history or personality.

Radiata is home to Radiata Castle, its Knights of the realm and four Guilds. Most humans in town belong to one of the guilds, while others, including many from the country side, do not claim any guild affiliation. Fairy creatures are grouped by species.

Radiata Stories was highly anticipated in Japan receiving the "Game Awards Future" by the Computer Entertainment Supplier's Association in 2004 which is awarded to games that are "expected to be major hits". It was the 12th most preordered game the week of November 17, 2004. According to Famitsu, it was the 20th most wanted game in early October but had jumped up to the 3rd most wanted the week before its release.

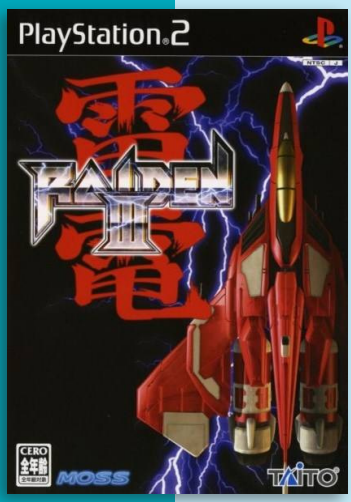
A Japanese reviewer noted that the game had humorous dialogue but a simple battle system which made it suitable for beginners. The game sold well in Japan where it debuted as the top-selling game for two weeks, selling 152,000 copies, 54% of the ordered shipment, the day it debuted.

During an interview, Roppyaku Tsurumi of SCEJ said most Japanese RPG character designs were cookie-cutter and indistinct noting *"Even when I look at the characters in Radiata Stories, it just looks like the other games"* but he had no problems distinguishing manga characters.

The North American reception to Radiata Stories was lukewarm. Mainstream reviewers enjoyed the game overall stating that, while not ground-breaking, the game was simple, whimsical, and entertaining.

6.1

Raiden III



Developer	Moss
Publisher	SCEA, UFO Int., (jp) Taito, (eu) 505 Game Street
Release date	(jp) September 22, 2005
Genre	Shooter
Mode	1-2 Players

Raiden III (雷電III Raiden Surī) is a revival of the classic Raiden series of scrolling shooter games. It was developed by the Japanese company MOSS with some assistance and license by Seibu Kaihatsu which produced Raiden and Raiden II.

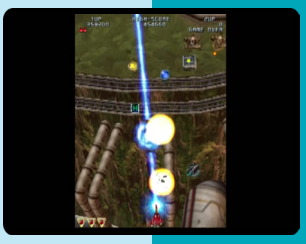
After a franchise hiatus of over 11 years following the release of Raiden DX, set in a universe different from all previous games and updated with a new look and feel. Raiden III is the first to use a new Taito Type X arcade system developed by Taito, instead of conventional arcade systems. New concepts are introduced, which includes a "new 3D scrolling system" that involves the camera pointing down normal to the player while the scenery moves in three dimensions: climbing, descending, and sometimes moving vertically. The blue Laser concept is more like a beam, instead of the ones seen in prior instalments. Also better graphics are installed.

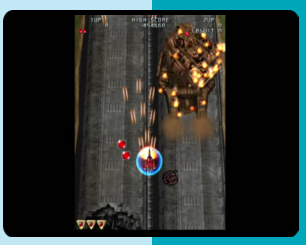
Players once again take control of the famous Raiden Supersonic Attack Fighter, red for player 1 and blue for player 2 as usual; there are no selectable ships. Two player mode is enhanced by an exclusive new attack: a beam that is usable whenever one player lines up in front of the other.

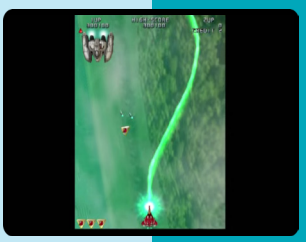
In Double play mode, both players share the live and bomb stocks, and without continue. In PlayStation 2, both players can be played from the same controller.

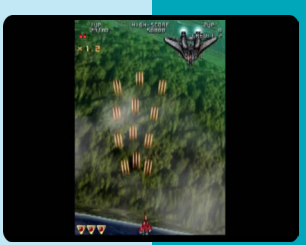
There are in total 7 levels, the first three set on Earth and the last four in space. Level design is related to prior Raiden games: the first three levels are particularly close to previous games, with the first based on the original Raiden; the bosses are also similar to those in the corresponding levels of Raiden II and Raiden DX.

The ship fires simultaneously with two weapons: the main weapon and the sub-weapon. Weapons have a power level, which increases by collecting individual powerups. In addition there are bombs that fill more or less the whole screen, harming enemies and dissolving all enemy shots.









Rampage: Total Destruction

5.1

Developer	Pipeworks Software, Inc.
Publisher	Midway
Release date	(us) April 24, 2006
Genre	Action
Mode	1-2 Players

Rampage: Total Destruction is a sequel to the Rampage arcade game produced by Midway Games, and the last installment in the franchise before the firm folded into Warner Bros. Interactive Entertainment. The game was released for the GameCube (1-4 players) and PlayStation 2 (1-2 players). It was also released for the Wii (1-4 players).

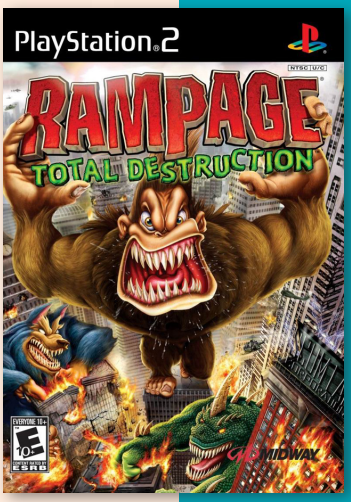
Rampage: Total Destruction, as with previous games in the series, has players destroying the environment to earn points. Other actions are available in addition to destroying buildings; people can be eaten and players can also throw vehicles to cause more damage. New to the series is the ability to climb on the front of a building to destroy it. Hidden in each city are tokens which, when eaten, will unlock new characters and special abilities. Playing well fills a character's special meter which can be used to utilize special abilities such as Rampage mode or the Roar power.

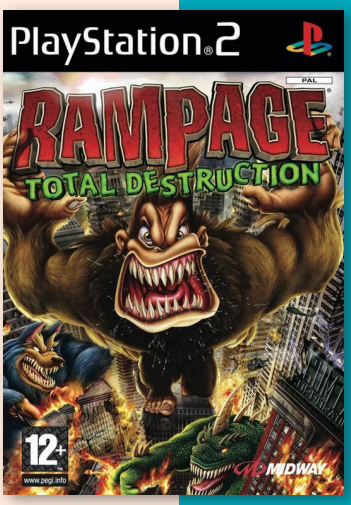
Total Destruction features four game modes. The first is a campaign in which players work to progressively take out cities around the world. King of the City and King of the World are competitive modes. In King of the City, players strive to rule a city by dominating the most districts. King of the World is a series of King of the City competitions across various cities. The fourth mode is a time trial mode.

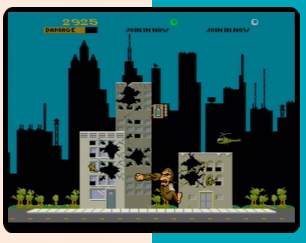
Total Destruction features two bonus games accessible instantly: the original Rampage and Rampage World Tour.

The PlayStation 2 versions received "mixed" reviews according to Metacritic. The Times gave the PS2 version three stars out of five, saying that its *"biggest problem"* was *"the lack of things to do, besides building-bashing and car-tossing."* Entertainment Weekly gave the game a C+, saying that *"After an hour or two of Total Destruction button-mashing, you'll be ready to move on to Q*bert."*

Despite the less than positive reaction, the game sold over one million units according to Midway.







Rakushou! Pachi-Slot Sengen

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) October 23, 2003
Genre	Gambling
Mode	1 Player

Rakushou! Pachi-Slot Sengen is the first in a series of pachi-slot simulation games from Tecmo primarily for the PS2. The first game in the series is a compilation of several pachi-slot games.

J

Rakushou! Pachi-Slot Sengen 2

6.2

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) October 28, 2004
Genre	Gambling
Mode	1 Player

This title includes simulation of two pachislot machines; “Decadan” and “Cross”. Players can adjust different settings, like the rotation speed of the reel, etc.

J

Rakushou! Pachi-Slot Sengen 3

6.5

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) June 23, 2005
Genre	Gambling
Mode	1 Player

This title include the simulation of the two pachi-machines; Rio de Carnival and Cross 600. Besides the usual settings, the game also includes a picture gallery mode.

J

Rakushou! Pachi-Slot Sengen 4

7.5

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) March 23, 2006
Genre	Gambling
Mode	1 Player

This was the final PS2 entry in the Rakushou! Pachi-Slot Sengen series before it began focusing solely on Rio.

J

Rakushou! Pachi-Slot Sengen 5: Rio Paradise

7.6

Developer	Net Corporation
Publisher	Tecmo
Release date	(jp) April 5, 2007
Genre	Gambling
Mode	1 Player

While early games in the series featured several of Tecmo's real-life gambling machines, the fifth and sixth games focused on the Rio line of machines, as well as their star, Rio Rollins Tachibana, a character who appeared in the 2010 Dead or Alive Paradise game and starred in the 2011 anime television series Rio: Rainbow Gate!.

J

Rakushou! Pachi-Slot Sengen 6: Rio 2 Cruising Vanadis

J

Developer	Net Corporation
Publisher	Tecmo
Release date	(jp) May 14, 2009
Genre	Gambling
Mode	1 Player

The game feature a variety of play modes including the "Rio album", a picture gallery mode.

Raimuiro Senkitan * Jun

7.6

Developer	Kadokawa Shoten
Publisher	Kadokawa
Release date	(jp) March 25, 2004
Genre	Visual novel
Mode	1 Player

Players take control of Shintaro during Japan's Meiji period. Once a member of the foreign ministry, he have been sent to a ship to instruct a set of girls at the ship's academy. The goal is to unlock the girls' hidden strength (their Raimu, or Lime) which they then call out while in battle. But he will also try to unlock the hidden feelings that the girls have for him.

Included in the deluxe pack is a DVD that features messages from the voice actresses, preview scenes and a voice drama that plays out as the players view images.

J

Ramune: Garasu-Bin ni Uturu Umi

7.6

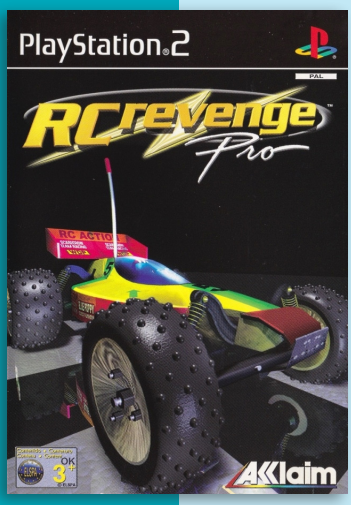
J

Developer	Interchannel
Publisher	Interchannel
Release date	(jp) August 25, 2005
Genre	Visual novel
Mode	1 Player

Ramune: Glass Bin ni Utsuru Umi is a romantic visual novel adventure ported from PC game called Ramune a year later. Unlike the PC release, this PlayStation 2 port removes all adult scenes, but expands the main story with new scenarios and add two new heroines.

In the game, the player character is a young boy who's moved to a seaside town with his family. While playing as a young boy, players choose the heroine for the main part of the game, which takes place in high school.

RC Revenge Pro



Developer	Acclaim Studios Cheltenham
Publisher	Acclaim, (jp) Acclaim Japan
Release date	(eu) December 1, 2000
Genre	Racing
Mode	1-2 Players

4.9

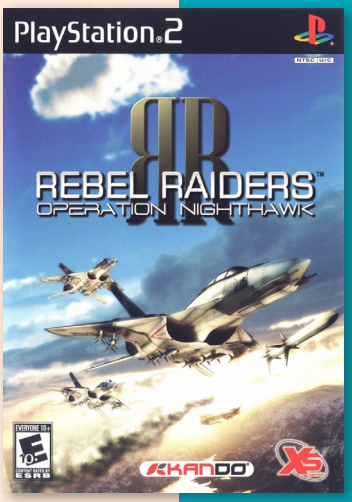
J N P

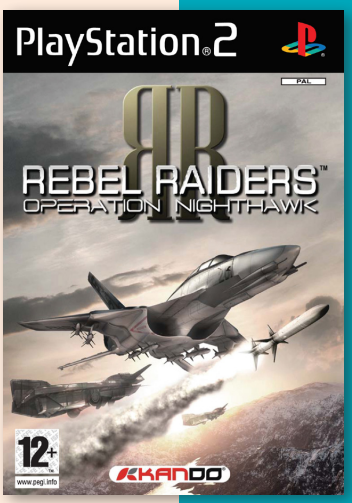
RC Revenge Pro is a racing game and an enhanced port of RC Revenge for the PlayStation. It is set in 6 different movie worlds (Horror World, Planet Adventure, Jungle World, AKLM Studios, Monster World and Pirate World) where the player races small remote control cars. Each car is also available in a boat version, because many tracks contain water sections. There are also many pick-up weapons which let the player occasionally win a race he is expected to lose.

RC Revenge Pro plays the same as the original game, but with some additional features. New cars/boats have been added to the roster. Graphics and framerate are improved, along with new additions to the levels such as new dynamic animations within the environments that were not present originally. A new world, Pirate World was added with 4 new tracks. The Track Editor was also updated to feature small themed elements based on the game's 6 worlds to be added to the player courses (e.g. Horror World themed signposts).

Rebel Raiders: Operation Nighthawk

5.3





Developer	Kando Games
Publisher	Nobilis, (us) XS Games, SCEA
Release date	(eu) March 3, 2006
Genre	Action, Simulation
Mode	1 Player

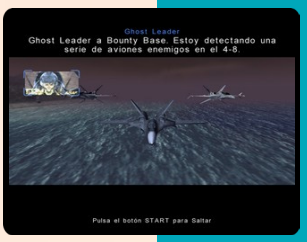
Rebel Raiders: Operation Nighthawk (or Rebel Raiders) is a futuristic action flight simulator developed by French studio Kando Games for Windows, Wii, and PlayStation 2.

Operation Nighthawk is set in the near future after the human race gained control over solar system under the name of the Union of World Nations (UWN). The player is on the side of the rebellious Alliance of Independent States who continuously combat the UWN through air combat. The game comes with 16 levels in which the player has to fight for freedom.

The player can choose from twenty available combat aircraft to fly with. Using machine guns and various missiles the player has to destroy enemy vehicles and structures to complete missions. Destroying enemy objectives also replenishes the player's shields which keeps him alive. New aircraft can be unlocked through completing missions.

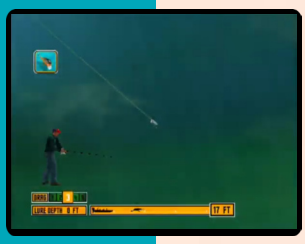
Jeff Haynes of IGN applauded the PS2 version of Operation Nighthawk for its arcade handle feel and noted that it was enjoyable to unlock the new planes. The cut scenes were cited as very impressive, but the gameplay graphics did not compare to those of the cut scenes. He also criticized the game for its very small three-song soundtrack and noted that the game is beatable in one sitting due to the lack of difficulty levels. *"Rebel Raiders isn't exactly what flight fans are looking for in terms of a must have purchase. The aerial action is okay, but you're really missing out on a lot of mission pacing, replay value and even challenge with this easily completed game. Unless you're a hardcore fan simply looking to acquire every single flight title out there (it is only 20 bucks, after all), you probably should look elsewhere for your air combat."* Haynes closed with.

GameSpot's Bob Colayco considered the PS2 version to be repetitive, while Louis Bedigian of GameZone stated, *"For those who really love the genre, it's actually worth the price."*



Rapala Pro Bass Fishing

7.5



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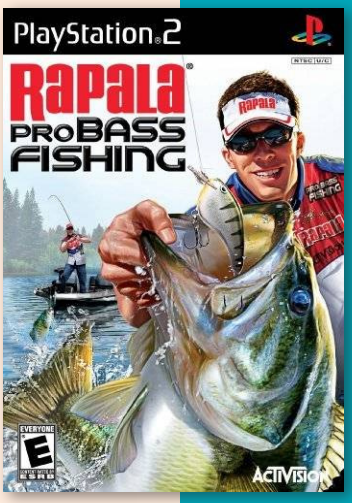
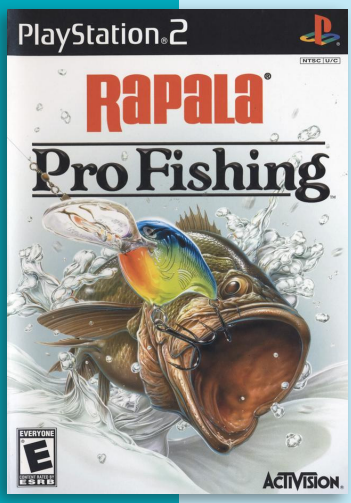
Developer	FUN Labs
Publisher	Activision
Release date	(us) September 28, 2010
Genre	Sports
Mode	1 Player

Rapala Pro Bass Fishing pits players against real-life fishing pros on freshwater lakes across North America. The competition is set up in a professional tournament structure and the action is presented as a live TV event with announcers, live updates, competitive leader boards, analysis, and the final weigh-ins. The competition gets tough as players fish through over 20 tournament events on their quest for the season trophy.



Rapala Pro Fishing

5.9



Developer	Activision
Publisher	Activision Value, (eu) Zoo Digital Publishing
Release date	(us) August 31, 2004
Genre	Sports
Mode	1 Player

Rapala Pro Fishing takes players through 12 locations such as Mille Lacs Minnesota, Sam Rayburn Texas, Lake Okeechobee, and the Amazon.

Players can fish for 13 game fish species such as largemouth and smallmouth bass, catfish, muskie, walleye and king salmon. The game feature over 750 Rapala brand lures. A fishing guide will help players if they're not sure what the best lure, location or strategy is.

N P

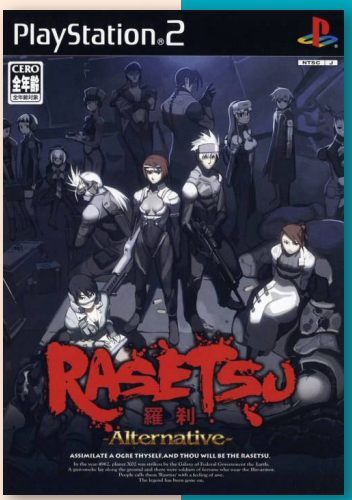
Rasetsu Alternative

4.7

J

Developer	Nippon Ichi Software
Publisher	Kogado Studio
Release date	(jp) October 13, 2005
Genre	Real-time strategy
Mode	1 Player

Rasetsu Alternative combines two PC titles in one: Rasetsu and Rasetsu Zan. The games is a futuristic, real-time strategy games. In addition to porting the titles over, Nippon Ichi has added new scenarios and maps and even changed the character designs. The PS2 version features character designs by Takamichi.



RC Sports: Copter Challenge

6.0

Developer Syscom
Publisher Xicat Interactive
Release date (eu) October 17, 2002
Genre Simulation
Mode 1 Player

The aim of the game is to fly a RC copter around tracks and obstacle courses. Players will need to earn a licence by competing in four different modes spanning different locales. They can spend points awarded to update 'copter parts and buy new rigs. Tricks, points, manoeuvering and obstacles will determine whether or not the players will be a RC pilot champion.

J P

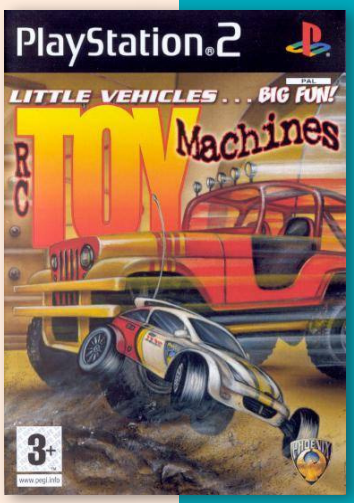
RC Toy Machines

P

Developer Mere Mortals
Publisher Phoenix Games
Release date (eu) November 5, 2004
Genre Racing
Mode 1 Player

RC Toy Machines is a 1-player racing game, developed by Mere Mortals and published by Phoenix Games, which was released in Europe in 2004.

The game feature 8 different tracks and 6 vehicles to choose from. By winning in tournaments players can unlock different features.

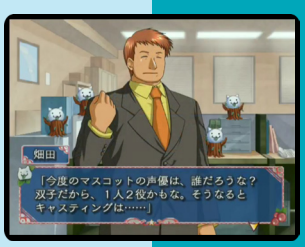


REC * DokiDoki Seiyuu Paradise

7.3

Developer Idea Factory
Publisher Idea Factory
Release date (jp) November 30, 2006
Genre Adventure
Mode 1 Player

In addition to the standard romance element where the player, as Fumihiko Matsumaru, can choose between dating Momiji Endō and Aka Onda, there is also a "multi-seiyū system" where the player chooses between the potential voice actresses to play the voice in an anime. There are also web radio, photo shoots, and Akihabara events in which the voice actresses participate.



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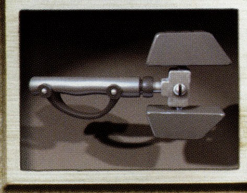
PLAY IN OURS.™

HELI-PACK
THAT LITTLE ROBOT IS FINALLY GOOD FOR SOMETHING.



WRENCH
WHAT DO YOU WANT? IT'S A FREAKIN' WRENCH.

BOMB GLOVE
FINALLY, GLOVES THAT FIT NICE AND KILL ENEMIES.

GRINDBOOTS
RIDE LONGER RAILS THAN YOU'VE EVER EVEN LIED ABOUT RIDING.

SWINGSHOT
REMEMBER THE SWINGS AT THE COUNTY FAIR? QUADRUPLE THAT.

MAGNEBOOTS
WALK UP WALLS. WALK DOWN WALLS. WHATEVER MAKES YOU HAPPY.

GLOVE OF DOOM
IT'S JUST LIKE THE OLD EGG TOSS. ONLY THESE EGGS HATCH AND KILL.

DECOY GLOVE
WILL THE REAL RATCHET PLEASE STEP FORWARD?

ONE DAY YOU WILL LOOK BACK AT ALL THE DESTRUCTION YOU CAUSED AND SMILE

RIP THE GALAXY A NEW ONE.
YOU DECIDE HOW.

Ratchet & Clank

PlayStation 2

INSOMNIAC GAMES

www.playstation.com

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TEEN
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CONTENT RATED BY ESRB

Mild Violence

Ratchet & Clank

8.8

Developer	Insomniac Games
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(us) November 4, 2002
Genre	Action-platformer
Mode	1 Player

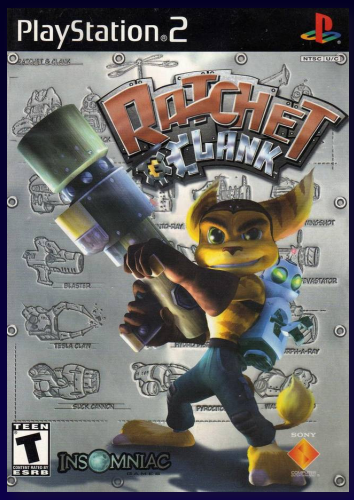
Ratchet & Clank is a 2002 3D platform game and the first game in the series and precedes Going Commando. The game is similar vein to the 3D versions of the Rayman, Sonic, Mario, or other comparable games.

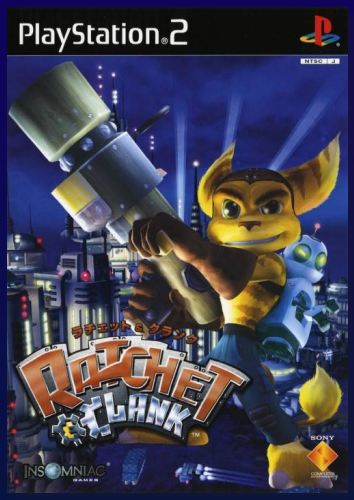
The game follows the anthropomorphic character Ratchet meeting the robot Clank on his home planet. Clank discovers that the villainous Chairman Drek of the Blarg race plans to create a new planet for his species, destroying other planets in the process. Clank convinces Ratchet to help him in his mission to gain the help of the famous superhero Captain Qwark.

In Ratchet & Clank, the main playable character is Ratchet, whom the player controls from a third-person perspective, though a first-person mode to view the player's surroundings is available. The player traverses diverse environments with a large collection of unusual gadgets and weapons, using them to defeat enemies and pass obstacles. Up to 36 weapons and gadgets can be bought or found in the game.

The player begins the game with only two weapons: the "OmniWrench 8000", a standard melee weapon with a variety of uses such as interacting with puzzles in the environment, and the Bomb Glove, a short-range grenade thrower. As missions are completed across the game's various planets, more weapons and gadgets become available, including the Blaster, an automatic pistol; the Pyrocitor, a flamethrower; and the Suck Cannon, a vacuum gun, which sucks up smaller enemies and converts them into projectiles. Weapons are either found, or can be bought with bolts, the game's form of currency. The OmniWrench remains the standard melee weapon for close combat, with its own button, as all other weapons assume the role of secondary weaponry and can only be equipped one at a time, though all weapons can be carried in the player's inventory.

Bolts can be found in crates, along with ammo, or dropped from defeated enemies. The player also needs to buy ammo for most weapons, but a small number can function without the need for ammo. Vendors, which sell weapons and





J N P

ammo, are situated at strategic points throughout levels. After completing the game, the player may choose to enter "challenge mode", in which the game's difficulty level rises considerably, but all bolts and weapons acquired the first time are carried through. There is also the option to buy "gold weapons", more powerful versions of existing weapons. The game's health system, Nanotech, starts at four health bubbles equivalent to be able to take four hits, but upgrades can be purchased, giving the player a total of eight hit points.

Normally, Clank rides on Ratchet's back, acting as a jet-pack or similar device. Occasionally, however, Clank becomes a playable character when Ratchet is unable to explore certain areas. Clank can control "Gadgebots", smaller robots similar to Clank, who perform certain actions for him. Racing, in the form of hoverboard races, appears in the game. Some racing missions are necessary to progress in the game, while others are optional. One level of space combat and a level of flying through the air shooting tankers is also present. Mini-games to unlock doors, extend bridges, or elevate platforms appear in most levels.

After finishing work on the Spyro the Dragon series on the PlayStation, Insomniac originally intended to launch a game codenamed I5 (Insomniac game #5) for the PlayStation 2. The developers, however, were never enthusiastic about it, and the idea was dropped after six months. Ratchet & Clank was based on an idea by Brian Hastings, which would feature a space-traveling reptile alien who would collect various weapons as he progressed through the game; Ratchet's final form was decided upon after Insomniac considered a space lizard with a tail and various terrestrial creatures, including dogs and rats; feline features stood out to the developers because of the associated sense of agility. Another early idea was to have three small robots attached to Ratchet, which would perform different functions. However, Insomniac realized that having the robots was both complicated and created confusion about Ratchet's appearance, leading them to have only one robot, Clank. According to an interview, not much was cut but that (according to Insomniac) *"Interestingly, we really didn't cut anything except for a few weapons and gadgets that just weren't fun when we prototyped them. There was the Revolverator – a drill gun which would spin enemies around once Ratchet impaled them and the Mackerel 1000 – basically a fish that took the place of the wrench. Both of these got cut because they were either too hard to use or just didn't add anything to the game."*

Shortly after changing the game from I5 to Ratchet & Clank, Naughty Dog asked Insomniac if they would be interested in sharing the game technology used in Naughty Dog's Jak and Daxter: The Precursor Legacy, asking that Insomniac in turn share with them any improvements that were made. Insomniac agreed, resulting in most of the Ratchet & Clank engine technology being developed in-house by Insomniac, but some very important renderers were those developed by Naughty Dog. Looking back on the agreement, Ted Price said that *"Naughty Dog's generosity gave us a huge leg up and allowed us to draw the enormous vistas in the game."* Some years later, Ted Price clarified Insomniac's stance on engine technology while obliquely mentioning the shared renderers:

"We've always developed all our own technology. It's been a little frustrating in the past for us to hear people say, 'Oh yeah, the Insomniac game is running on the Naughty Dog engine.' People assumed that we were using Naughty Dog's engine for Ratchet, and that

was not true. We shared some technology with Naughty Dog way back when, and that was great, but we are a company that puts stock in developing specialized technology and we will continue to do so." -- Ted Price, Independent PlayStation Magazine, September 2006.

The game was heavily focus tested, beyond what the team had done during the Spyro days, with over two hundred consumers testing before release, allowing them to test the technology and to fine-tune the difficulty and item pricing.

The team came across many difficulties however. The disc burning process changed drastically from the PS1 days to the PS2, meaning the team would often leave entire levels out of the burned disc memory. As the game featured a much more involved story, their late state on developing the cinematics proved problematic, as they waited until the script and story were finalized first, but it left them little time. In spite of reducing their ambitious goals with many levels, they nonetheless would often work on immense level designs that could not be achieved, though this did lead to a much more collaborative level-design process. Finally, the team decided early on to use the Maya software to create 3D models as well as to render particle effects and textures, but frequently pushed it to its breaking point, meaning they would have to use proprietary tools instead for gameplay setup, lighting and texturing.

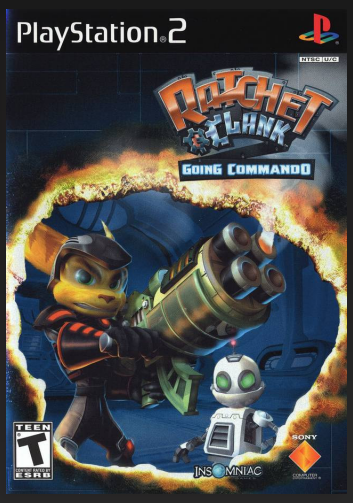
Pre-production of the game began in late March 2001, with a team of approximately 35 people. The game went into production in November 2001, and by the end of the project, the team had grown to 45.

By July 2006, Ratchet & Clank had sold 1.1 million copies and earned $31 million in the United States. Next Generation ranked it as the 49th highest-selling game launched for the PS2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of the Ratchet & Clank series reached 4 million units in the United States by July 2006.

Ratchet & Clank was met with positive reviews from critics upon release. Reviewers praised the game's graphics, specifically pointing out the character and background designs as being high-quality for PS2 games of the time. GameSpy called the graphics *"mind-blowing"*, and GameSpot praised the game's smooth frame rate. GameZone noted the animation of Ratchet, praising the details in his animation. Reviewers found that the game's voice overs and other audio elements were generally well-done. IGN commented on the game's artificial intelligence, saying that it was not as well-done as that of Jak and Daxter: The Precursor Legacy, but still *"purposefully comic and somewhat sophisticated"* in others. Gameplanet felt that the game's levels were well laid-out.

Criticism was aimed at the game's camera angles, which Eurogamer felt were *"idiotic"* at times, giving the example of boss fights in which the camera centers on the boss rather than being freely movable. Allgame found that it was hard to form an emotional bond with Ratchet & Clank's main characters, saying that Ratchet is *"your typical teenager ... who desires nothing more than excitement and adventure"* and that Clank is *"the stereotypical intellectual; stuffy and almost prudish to a fault"*, feeling instead that the characters of Jak and Daxter from Jak and Daxter: The Precursor Legacy were *"infinitely more likeable."*

9.0



J N P

Ratchet & Clank: Going Commando

Developer	Insomniac Games
Publisher	SCEI, (us) SCEA, (eu) SCEE, (au) SCE Australia
Release date	(us) November 11, 2003
Genre	Action-platformer
Mode	1 Player

Ratchet & Clank: Going Commando (known as Ratchet & Clank 2: Locked and Loaded in Australia and most PAL countries, or just simply Ratchet & Clank 2) is the second game in the Ratchet & Clank franchise. David Kaye reprises his role as Clank while James Arnold Taylor replaces Mikey Kelley as Ratchet.

The game follows Ratchet and Clank, who after defeating Chairman Drek in the conclusion of the previous release, are recruited by MegaCorp's CEO, Abercrombie Fizzwidget, and taken to the Bogon Galaxy. While Clank is given an apartment on planet Endako, Ratchet is trained to work as a commando, tasked to locate a thief who has taken a biological experiment. The two later realize that the operation is not all as it seems, and must work to save the galaxy from the Protopet menace.

The gameplay of Going Commando is similar to that of the original Ratchet & Clank. The player controls Ratchet from a third-person perspective, and uses weapons to defeat enemies. The player can also use gadgets to explore new areas. The player travels to planets in the "Bogon" Galaxy and completes main objectives and optional side quests. "Bolts", the game world's currency, are primarily obtained by defeating enemies and breaking crates located throughout the game's levels. Going Commando also includes four types of "maxi-games", or minigames. These games include arena battles, spherical world battles, hover bike races, and space races/battles. After completing the game, the player may also enter "challenge mode" which is more difficult but the player starts with the weapons and health that they had when they finished the game the first time, additional weapon upgrades are also unlocked.

Going Commando introduces eighteen new weapons, such as the Blitz Gun, Seeker and Lava Gun. Each weapon has a "growth bar", which increases when the weapon is used to defeat enemies. The weapon is upgraded once the bar is filled, increasing its power and changing the design of it. Certain devices from the original Ratchet & Clank make a return, such as the Swingshot, while others are new to Going Commando. The player can use a save file from the original Ratchet & Clank to get "retro" weapons from the first game for free.

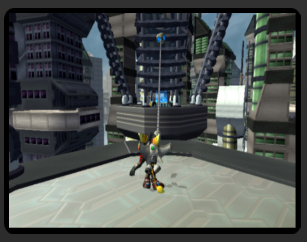
As with weapons, Ratchet gains experience with each enemy destroyed. When Ratchet's experience bar fills, he gains a new level of "nanotech". This awards him with additional health bubbles, up to a maximum of 80. Ratchet's health can also be increased by finding nanotech upgrades. The game introduces armor vendors, which are able to provide up to four additional levels of protection.

Going Commando was approved for development five months before the first game's release, after highly positive reviews from the original's playtesters. In August 2002, Insomniac Games started designing the visual concepts for Going Com-

mando, while still fixing bugs in the original game. Brian Hastings, Insomniac's Vice President of Programming, said in a 2003 interview that the first step in the game's design was to *"try to come up with a few 'Big Ideas'. These are the things we think will really grab people's attention and give the game that Wow-Factor. In the case of Ratchet & Clank: Going Commando the big ideas were RPG elements (like weapon upgrades and health upgrades), spherical planets and space combat."* Hastings said that the inspiration for the game's spherical worlds came in part from the cover of the 1943 novel The Little Prince. Designing the spherical worlds required changing about 50,000 lines of the game's code, to account for the different handling of gravity. Development took a total of ten months, during which time Insomniac's design team doubled from 40 to 80 members.

One common criticism of the original Ratchet & Clank was the design and personality of Ratchet. Ted Price, the game's producer, said that to fix this they made Ratchet *"less cocky, he is much more friendly to Clank, and he's able to handle himself better in stressful situations without being impetuous, which is what he was in Ratchet 1."* In addition, James Arnold Taylor replaces Mikey Kelley as the character's voice actor, providing a more mature-sounding voice. The character of Captain Qwark was a late addition to the game.

Going Commando received critical acclaim. 1UP.com said that *"Everything that Ratchet & Clank did, Going Commando does better, and the tweaks and additions just push it further over the top."* Game Informer's Andy McNamara said that the game has *"the best and most compelling content [Insomniac] has put out to date."*

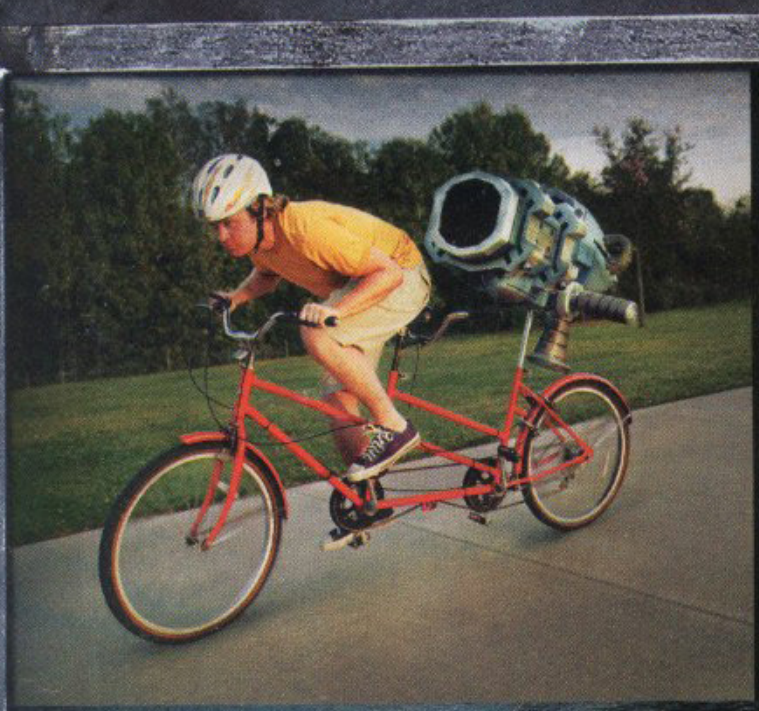


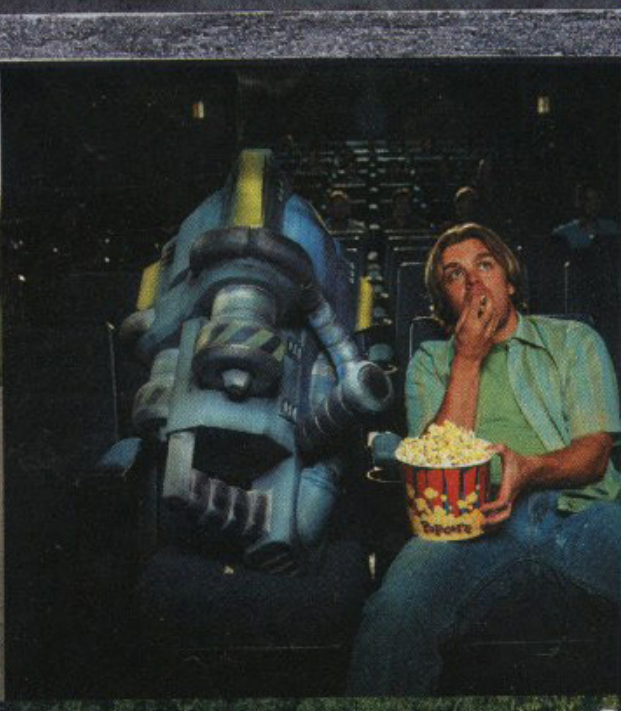
The game's arena combat and racing levels were praised by Andrew Reiner of Game Informer, and Benjamin Turner of GameSpy similarly said that *"it's surprising how fun it can be to play interstellar gladiator."* GamePro praised the game's pacing, saying that the first game felt like it didn't *"really show its true colors until about halfway through"*, but that Going Commando had the same feeling by the end of the second level. GameSpot mentioned that the *"great sense of humor"* of the original game is also noticeable in Ratchet & Clank: Going Commando, a statement echoed by GameZone when they said that the game's cutscenes *"represent some of the most thought-out and gut-wrenchingly funny sequences ever witnessed in a platforming game."*

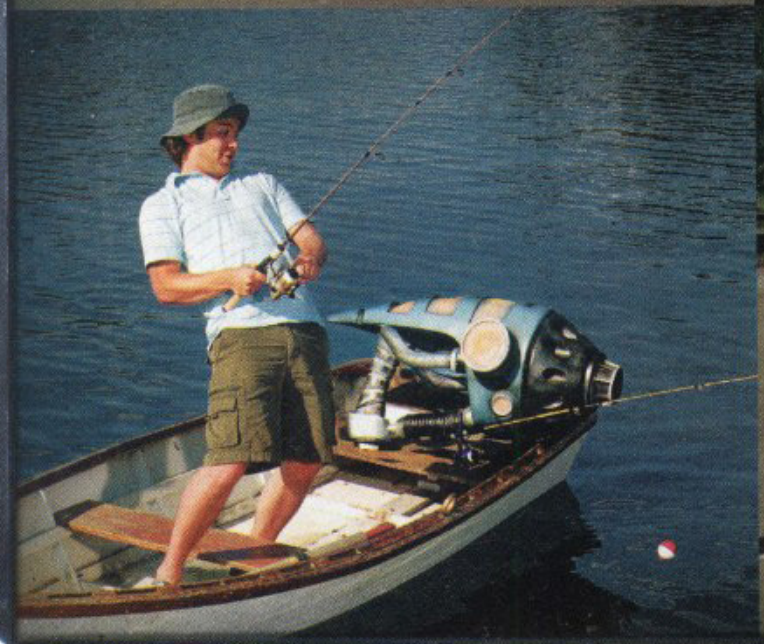
Going Commando's graphics were praised by reviewers, who specifically mentioned Ratchet's improved character design. Game Informer said that *"the graphical details will leave you speechless ..."* GameSpot considered the reuse of graphics for the menus and mission screens to be *"a little lazy"*, but praised the graphics and sound effects of the game's weapons.

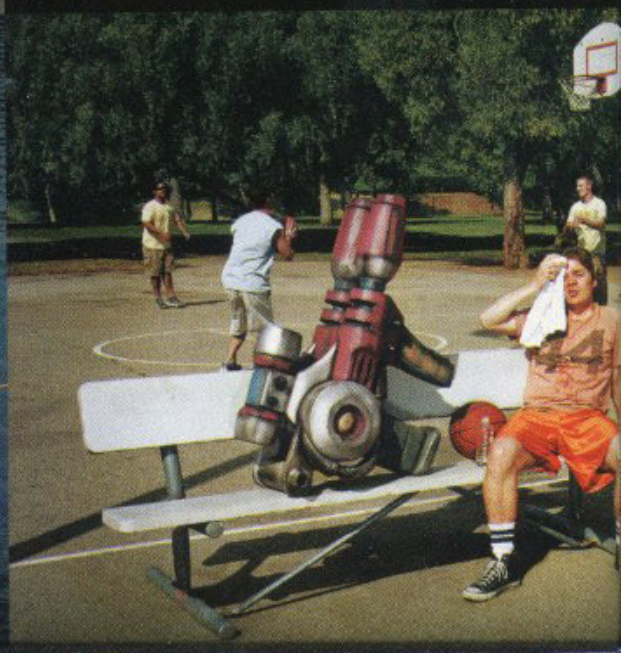
Criticism of the game was aimed at its level of difficulty, which is higher than that of its predecessor; 1UP.com mentioned that this was most noticeable near the end of the game, where *"there are levels that consist of nothing but wave after wave of difficult enemies thrown at you to deplete your ammo, and then more waves of enemies after that."* GameSpy, however, praised this aspect of the game, saying that it made Going Commando more interesting than the original. Some reviewers also felt that the game's space combat was poorly done in comparison to the rest of the game, and that the *"Giant Clank"* levels were *"brainless and boring"*.

RIDICULOUSLY POWERFUL NEW WEAPONS AND GADGETS. YOU'LL WANT TO SPEND









ONLINE BROADBAND ONLY

PlayStation.2

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TEEN
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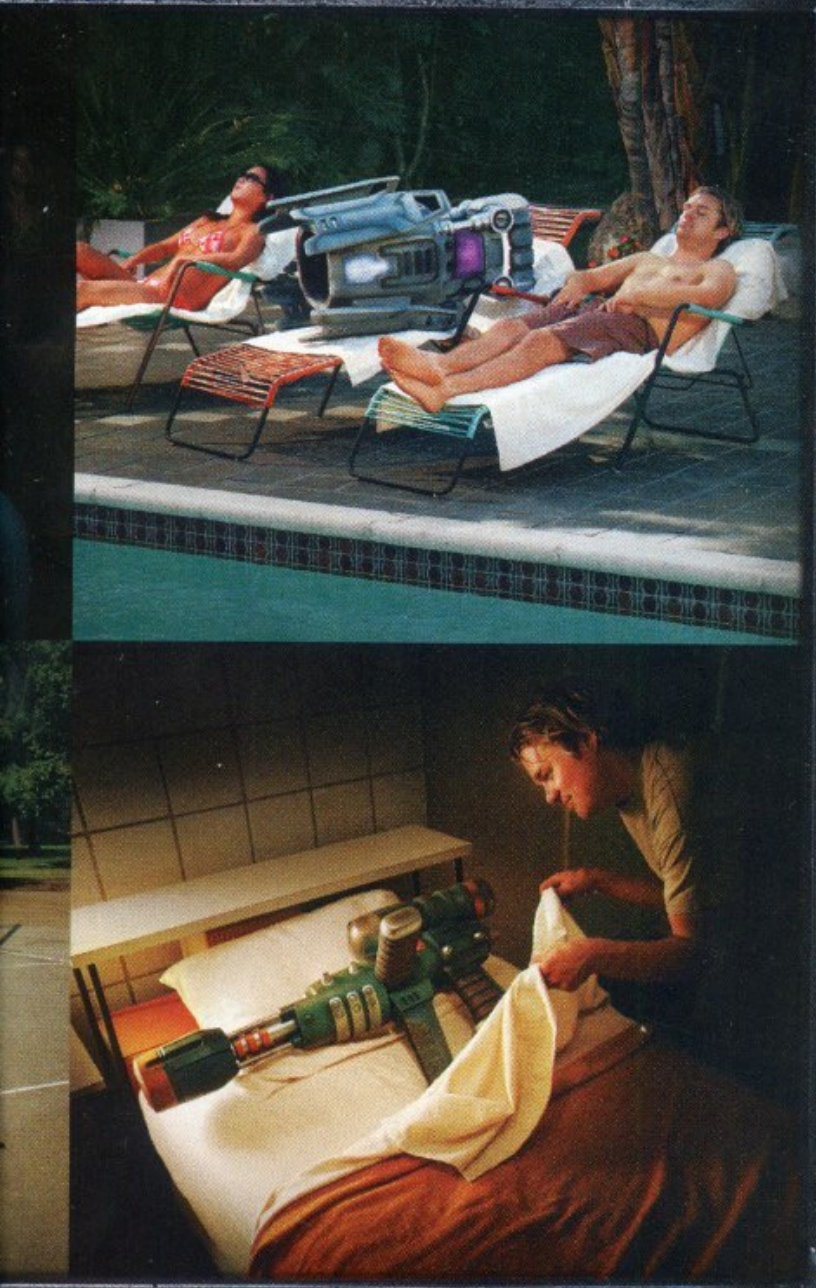
CONTENT RATED BY ESRB

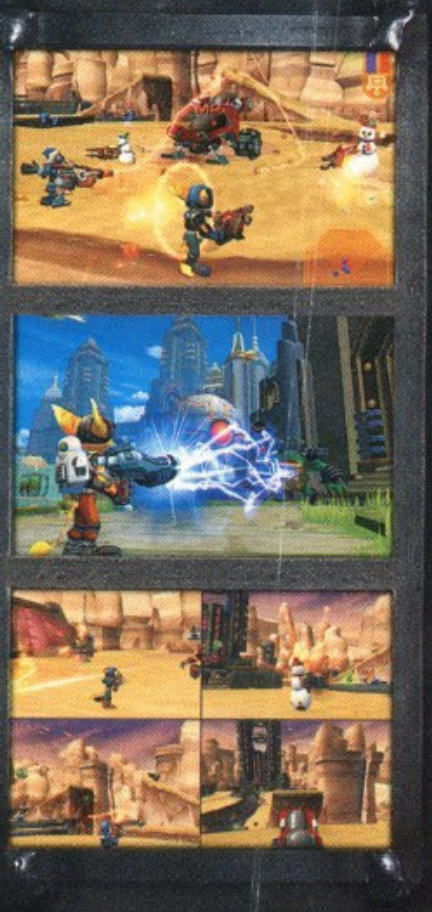
Crude Humor
Fantasy Violence

LIVE IN YOUR WORLD.
PLAY IN OURS.

TIME WITH EACH AND EVERY ONE OF THEM.

RATCHET & CLANK UP YOUR ARSENAL





This time the destruction is personal. Take on fellow destructophiles from across the nation online. Upgrade weapons to planet-vaporizing levels of firepower. Nuke enemies and friends alike in the single-player and split-screen multi-player modes. Blast, whip, electrocute or melt your way through amazing new galaxies. So lock, load and gather the troops. You've got some destroying to do.

NOW ONLINE

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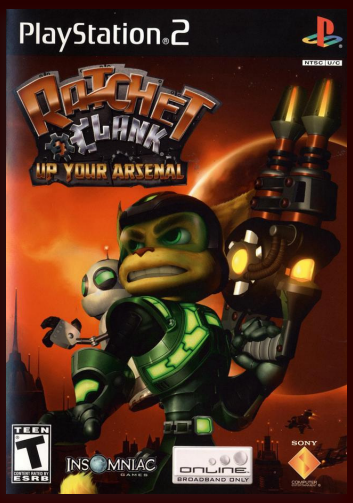


J N P

Ratchet & Clank: Up Your Arsenal

Developer	Insomniac Games
Publisher	SCEI, (us) SCEA, (eu) SCEE, (au) SCE Australia
Release date	(us) November 3, 2004
Genre	Action-platformer
Mode	1-2 (8) Players

Ratchet & Clank: Up Your Arsenal (known as Ratchet & Clank 3 in Europe and Japan and Ratchet & Clank 3: Up Your Arsenal in Australia) is the third installment in the Ratchet & Clank series. It was initially released for the PS2, and was re-released for PS3 in June 2012 and PlayStation Vita in July 2014, both alone and as part of the Ratchet & Clank Collection.

The game follows Ratchet and Clank, who return from the Bogon Galaxy to the Solana Galaxy, after hearing it is has come under attack by a mad scientist known as Dr. Nefarious, a robot who wishes to wipe out organic life in favor of a purely robotic civilization with him as the leader. The two must then ally with the Galactic Rangers, teaming up with characters such as Sasha Phyronix, Big Al, Skidd McMarx, and even their former nemesis Captain Qwark, to fight Nefarious' army of robots and Tyhrranoids in a war against Nefarious.

Despite straying further from a classic platform game, Ratchet & Clank: Up Your Arsenal still offers some of the basic features of a platform game but with a strong mix of action and shooting; PGNx Media has dubbed it a "combat-platformer". It offers melee and long range combat and boasts a large, varied arsenal as one of its primary features as it has been in previous games.

As the player progresses through the game new weapons and upgrades can be obtained. As well as the 20 weapons available to the player, each weapon (apart from the RY3NO) has eight levels of strength, which is different to the previous game's four levels of strength. Five upgrades are available after a weapon's purchase and then three after that once the game has been completed, the player starts "challenge mode", and purchases the weapon's upgrade. Alongside the weapons, which are primarily used in combat, there are ten gadgets that can be collected for use in other situations.

For most of the game the player will be in control of Ratchet but in some areas the player takes control of Clank, Ratchet's ally. Clank can give commands to smaller robots called Gadgebots to perform tasks with the use of a command menu to solve puzzles and attack enemies. Clank also features in "Giant Clank" scenarios where Clank transforms into a larger and more advanced form and can battle similar size enemies; in this form he gains increased firepower with rockets and bombs and a large amount of health. During the single-player game, the player can also play as Captain Qwark in 2D side-scrolling levels, which build upon the history of Captain Qwark and his previous conflicts with Dr. Nefarious.

The game offers a large range of enemies and different stages. It also features online multiplayer modes, such as Deathmatch, Capture The Flag, and Siege (in which the player storms the opponent's base and tries to destroy the power core inside). It supports up to eight players at a time and supports voice chat through a PS2-compatible headset.

Ratchet & Clank: Up Your Arsenal was the main focus of the Insomniac Team during development. The team of around 115 people were aiming to create a new Ratchet and Clank game that would differ significantly from its predecessors and almost end up being two games in one. Insomniac believed that one of the key processes in the development process was the rigorous testing. Working closely with Sony and listening to fans of the Ratchet and Clank series, they gathered feedback and made improvements to the game. They felt that they had created a game that would appeal to a number of genres with the inclusion of elements of platform, action and side-scrolling gameplay.

At the same time, Jak 3 was being developed by Naughty Dog, a company closely tied with Insomniac. Naughty Dog's Jak & Daxter series and the Ratchet & Clank series are in similar genres; each game in both series' has been released at a similar time and both contain references to each other. Ryan Schneider, an employee of Insomniac, said, *"The analogy that I like to use is that at Insomniac we like to look at it as how Tiger Woods and Michael Jordan and Kobe Bryant act when it comes to their professions. We don't really look at it as how we compare to other athletes or other games, we just try to do the best that we can and elevate the sport."*

Unlike previous games developed by Insomniac, where the majority of the writing was handled by both animators and programmers, a full-time writer, Brad Santos, was hired, allowing him to handle the writing workload so that the story was less rushed. While developers feared he would not keep the series' traditional humor, they later found his script to be the funniest so far. The goal was to mix several creative ideas, including the concept of the Secret Agent Clank show, the Q-Force and the villain planning to turn everyone into robots, into a compelling storyline that was integrated further with the gameplay. The use of the Starship Phoenix as a hub world was a grounding point for the story, allowing the team to build character development, and keep the player eager for the next scene. This led to more dialog and action per page of script put on screen, and despite budgeting for 70 minutes of cinematics, the team created 100 minutes worth.

Before its release, IGN was highly anticipating the final version of the game as they had played two previous versions of the game already. Concentrating on the multiplayer aspect of the game, they praised the developers for moving a solely platform game into the multiplayer genre so well. Ratchet & Clank: Up Your Arsenal was featured at the E3 games festival in 2004, where there was a playable demo. Only the multiplayer Siege mode and a single-player demo were available but they were enough to get 1UP.com's award for best action game at E3.

Soon after its release, Ratchet & Clank: Up Your Arsenal received critical acclaim. GameSpy awarded it 5 stars out of 5, and IGN said that *"You MUST buy this immediately"* due to its extensive line-up of weaponry, high quality graphics and polished sound effects. IGN did, however, believe it was easier than the previous game, Going Commando, while GameSpot thought that the gameplay was too similar to the previous title, but both reviewers considered these as minor issues and they made little difference to the overall score. In August 2005 Up Your Arsenal entered the Greatest Hits line-up. Since its release, it has sold over 2.15 million copies in the US alone. IGN listed the game 18th on their list of "The Top 25 PS2 Games of All Time".

8.1

JNP

Ratchet: Deadlocked

Developer	Insomniac Games
Publisher	SCEI, (us) SCEA, (eu) SCEE, (au) SCE Australia
Release date	(us) October 25, 2005
Genre	Third-person shooter
Mode	1-2 (10) Players

Ratchet: Deadlocked (known as Ratchet: Gladiator in Europe and Australia; and known as Ratchet & Clank 4 in Japan) is the fourth installment in the Ratchet & Clank series.

The story takes a notably darker tone than previous entries in the franchise. It follows Ratchet, a Lombax mechanic famous for having saved the Bogon Galaxy and the Solana Galaxy twice, who is kidnapped and forced to compete in the illegal gladiatorial combat sport DreadZone. He is joined by Clank and Al, along with newly introduced combat bots Merc and Green, as they compete not only for their survival, but also to take down Gleeman Vox and his vast media empire.

The gameplay of Deadlocked is similar to that of previous Ratchet & Clank games, with a combination of shooting, action, and platforming, although it focuses more on shooter aspects of the series, with very little platforming. Deadlocked was the first game in the Ratchet and Clank series to have an adjustable difficulty level, and is also the first to have a cooperative story mode with two players.

The player controls Ratchet from a third-person perspective, competing in missions and tournaments, defeating enemies, or occasionally controlling vehicles. "Combat Bots", two robots which follow the player in most missions, give Ratchet extra firepower, and perform several tasks for him, such as planting explosives. Combat bots can be upgraded and given new paint schemes, head designs, and weapons. After completing missions, the player is awarded a certain amount of "Dreadpoints" and bolts, the game's form of currency. Bolts can also be picked up from defeated enemies, or found in hidden "Jackpot" crates.

There are ten weapons in Deadlocked, fewer than most other games in the series. Weapons can be modified using a large range of "Alpha" and "Omega" mods, which improve weapon abilities. Alpha mods improve statistics such as rate-of-fire and ammunition capacity, while Omega mods add a secondary effect to weapons, such as napalm, or the ability to freeze enemies. The Omega mods can only be equipped if a weapon supports that type of it. As the player progresses, more weapons and mods become available, such as the "Arbiter", a rocket launcher, and the "Magma Cannon", a shotgun-like weapon. Weapons and mods are bought from vendors, which also sell ammunition, using bolts. As weapons gain experience, they will upgrade to more powerful versions, to a maximum of level 10 (further upgrades, however, can still be bought in "challenge mode"). The game's health system, Nanotech, can also be upgraded through experience. Whenever the player takes damage, it can be partially restored by breaking nanotech crates.

Clank, Ratchet's robotic best friend, is only a playable character if his skin is unlocked, and cannot be used as a jet-pack device by Ratchet, unlike older games. Instead, he acts as mission control, giving the player advice during gameplay. A skin for a second player in coopera-

tive mode, however, named “Alpha Clank”, can be used.

In cooperative mode, the second player takes the place of the combat bots. The Bot’s gadgets can be used by the players instead, when necessary. Players in cooperative mode must share weapons and ammunition supply, and as a result, both players cannot use the same weapon at the same time.

There are four playable vehicles throughout Deadlocked. The “Hovership”, a laser equipped aircraft, the “Puma”, a type of armored car, and the “Landstalker”, essentially a large platform with four spider-like mechanical legs and weapons, can all be used by two players simultaneously at any time. The “Hoverbike”, a hovering vehicle used for both racing and combat, can only be used by one player.

After completing the game, the player may choose to enter “challenge mode”. In challenge mode, weapons can be upgraded further, more mods can be purchased, and additional “extras” are made available such as a new difficulty level even harder than the previously available toughest difficulty.

The game also features online and local multiplayer modes. Up to four players may play locally in offline multiplayer matches. The online mode supports a USB Keyboard and a USB Headset, and all levels from single player are available in multiplayer. Players can play in “Conquest” mode, in which teams try to capture territory, “Deathmatch” mode, where players gain points by killing each other, “Capture the Flag” mode, where up to four teams attempt to capture their opponent’s flags, “King of the Hill” mode, where players gain points by staying in a holographic circle, and “Juggernaut” mode, similar to deathmatch, but where one player has vastly improved abilities.

After completing Up Your Arsenal, Insomniac tried to deviate from their roots with a grimmer story. The darker tone and much of the gameplay was particularly inspired by the Halo series which was popular at the time.

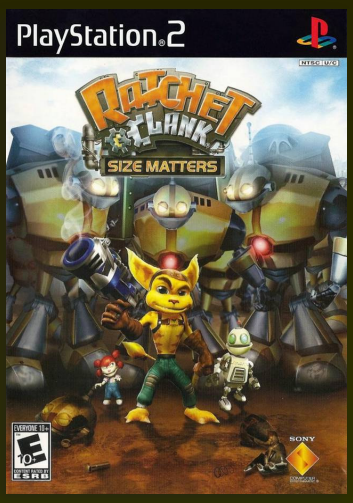
At first, the team began work on a title known as Ratchet & Clank: NEXUS, which would take place on a single planet, with a global conflict between two alien races in which both Ratchet and Clank had differing ideas about the war, though the project heavily changed direction and became Deadlocked.

Instead, the team began work around a new concept, the idea of Ratchet being kidnapped and forced to participate in a combat sport, and the team aimed for consistent and coherent design and worldbuilding around this idea. In this idea, the battlefields from Up Your Arsenal became a large focus in Deadlocked, and much of the multiplayer from the previous title was expanded upon.

The tonal departure from previous games led to a shift in the art style, and Ratchet’s menacing look became polarizing both inside and outside the studio. The planets were designed be moody and atmospheric, and would use glaring footlights, deep shadows, and angular architecture to resemble galactic gladiator arenas, and structures were imposing and severe. The “Tonka truck” shape logic as well as signature panels and rivets to hold things together allowed designs to retain the Ratchet & Clank feel to them. Meanwhile, vehicles were given a more aggressive look in terms of color and planar form.

Ratchet: Deadlocked received mostly positive reviews, though it was not as well received as the previous three titles and scored lower.

6.2



JNP

Ratchet & Clank: Size Matters

Developer	Insomniac Games
Publisher	SCEI, (us) SCEA, (eu) SCEE, (au) SCE Australia
Release date	(us) March 11, 2008
Genre	Action-platformer
Mode	1-2 Players

Ratchet & Clank: Size Matters (known as Ratchet & Clank 5 in Japan) is the first Ratchet & Clank title on the PS and the fifth Ratchet & Clank game for the PS2. Development company High Impact Games was spawned from the original Ratchet & Clank developer, Insomniac Games.

The game follows Ratchet and Clank, who are on vacation on planet Pokitaru following their recent adventures. While on vacation, they are interrupted by a schoolgirl named Luna, who asks them to fight robots so she can take pictures for a school project on heroes. Along the way, the robots, which Clank identifies as technomite robots, abduct her, leading Ratchet and Clank to investigate the mysterious race who according to myths power most of the galaxy's technology, while Captain Qwark searches for his own family history.

As with Ratchet & Clank and Going Commando, space combat is present. However, this time, the player controls Giant Clank, rather than a ship. Also, there are arena battles, but this time, the player plays as Clank in a variety of vehicles. Clank returns as a playable character, and is again able to control a set of Gadgebots, smaller robots which can perform certain tasks for him, although this only occurs in one section of the game. But the player may still play with Gadgebots in Clank Challenges.

Similar to previous games in the series, this game contains a variety of weapons which can be upgraded. For example, the Lacerator is upgraded to the Dual Lacerators. Mods can be purchased for most weapons from Slim Cognito vendors. Some weapons and gadgets from previous games appear, such as the Hypershot, Bolt Grabber and R.Y.N.O. Nanotech (health) can also be upgraded. The main way to beat enemies is firepower, so bolts (which are used as currency) are an important criteria of the game. Although there is no way to access weapons, etc. from previous games, additional skins can be unlocked on Secret Agent Clank if the player has a Size Matters save.

There is also a new system for acquiring armor. Instead of buying armor from special vendors, as with games such as Going Commando, parts of armor are found in levels, and can be combined to make different suits, each with their own unique advantage, as well as additional protection.

When the player completes the game they can choose to enter "Challenge Mode". Challenge mode is a harder version of the game, with tougher enemies. To counter this, all weapons, armor and bolts acquired so far are carried through. New sets of armor are available in Challenge Mode and there is a bolt multiplier feature included. Weapons can also be upgraded further by purchasing "Titan" versions.

There are a total of twenty-five Skill Points in the game, which are gained by performing certain tasks, the only clue to which is the name of the particular Skill Point. These will unlock cheats in the game. There are twenty Titanium Bolts to be found which can be used to buy skins for Ratchet.

Up Your Arsenal was the primary focus on Insomniac's team of 115 during development. Several new developers were hired, including a dedicated writer, though this caused them to occasionally fall behind schedule due to lack of training. Multiplayer was developed separately by a small dedicated team, consisting of one designer and four programmers, and a small group of developers were working with the PS3 hardware alongside development for "I8" (the internal title of what would become Resistance: Fall of Man), developing a physic engine, for which elements such as the realistic whip physics were borrowed and used for enemies (as seen with Helen and many of the Annihilation Nation enemies).

The game was developed and released around the time of Jak 3, though the developers did not consider themselves rivals. When asked in an interview, Ryan Schneider of Insomniac said, *"The analogy that I like to use is that at Insomniac we like to look at it as how Tiger Woods and Michael Jordan and Kobe Bryant act when it comes to their professions. We don't really look at it as how we compare to other athletes or other games, we just try to do the best that we can and elevate the sport."*

Up Your Arsenal received positive reviews from critics. The newly added multiplayer was praised as a welcome addition, and the incremental changes were viewed as a positive refinement of the experience seen in prior installments. Upon release, IGN noted that readers *"MUST buy this immediately"*.

Reviews noted that many of the weapons fall into *"standard"* categories, while others were unique. GameSpot claimed that the *"variety gives you a lot of different ways to take on the opposition"*, but concluded that *"the standard weapons, like the shotgun and machine gun equivalents, are definitely the most useful"*. IGN praised the Plasma Whip and the Infector in particular, and praised the strategy involved in using weapons, claiming that certain guns *"will be damn near ineffective against specific opponents, for example, so you had better be ready to use your brain as well as your trigger finger"*.

Many reviewers claimed that the game had moved past the platforming roots of the series. GameSpy stated that *"Going Commando saw R&C evolve into something of a hardcore action / shooting game, and Up Your Arsenal follows faithfully in its action-packed predecessor's pawprints"*, while IGN noted that the game had *"almost completely moved away from its status as a platformer"*.

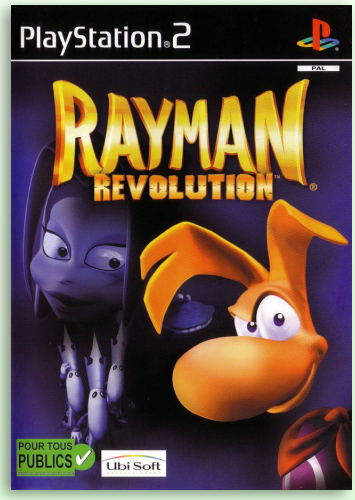
IGN described the missions as *"more varied"* than past games, giving praise in particular to the Qwark vid-comics, and called the mission variety *"phenomenal"*. Eurogamer also praised the Qwark vid-comics, and claimed that *"Insomniac has been careful to intersperse a few well-crafted and thoroughly enjoyable interludes that do the job of breaking the game up without making it feel contrived"*, as oppposed to *"trying to shoehorn multiple genres into the game"*.

The multiplayer was also well received as a great addition to the game. GameSpot described it as *"definitely fun and brings some additional variety to the game"*, while noting that it wasn't the *"deepest mode"*. Eurogamer stated that the multiplayer works because *"the combat and weapons are enormously well realised"* but also because *"you're not here for imagination or originality"* stating that *"it's a welcome bonus"* even if they *"wouldn't go as far to say that it's worth buying the game for this mode alone"*.

"ratchetandclank.fandom.com"

9.0

Rayman 2 Revolution



JNP

Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) December 22, 2000
Genre	Action-platformer
Mode	1 Player

Rayman 2: The Great Escape is the sequel to Rayman, a 2D side-scrolling platform game. Unlike the previous game, Rayman 2 is entirely in free-roaming 3D environments, similar to Super Mario 64. The game was released for the Nintendo 64 and Windows in 1999, and Dreamcast and PlayStation in 2000. It was adapted for the PS2 as Rayman Revolution, the Game Boy Color as Rayman 2 Forever, the Nintendo DS as Rayman DS, and as Rayman 3D on the Nintendo 3DS.

Rayman 2 takes place in a world called the Glade of Dreams, and revolves around its invasion and occupation by an armada of interstellar Robo-Pirates, led by Admiral Razorbeard. Prior to the invasion, the Robo-Pirates destroyed over one hundred planets in the galaxy, with the intention of enslaving their inhabitants. Upon the invasion of the Glade of Dreams, the Robo-Pirates were battled against by Rayman, Globox, and other allies. After some battles, Rayman's capture occurs after the explosion of the Primordial Core. Ly the Fairy telepathically communicates with Rayman explaining the consequences of the damage, with the core's shattering into 1000 Yellow Lums, and the capture of many fighters. Rayman's powers are also lost due to this, and he finds himself captured by the Robo-Pirates at the beginning of the game.

The game is played from a third-person perspective and the player has control over the camera, though in some situations this control is limited to only certain angles. At several points in the game the player loses control during cut scenes, which typically show dialogue between characters.

By collecting lums, the player unlocks more information about the game world and its back story, which can be read by standing still and pressing a specific button for some time. Some back story is also obtained through (optional) instructions from Murfy, a "flying encyclopaedia" who provides explanations on all kinds of gameplay elements.

In contrast to its predecessor, which was a 2D platformer, Rayman 2 is a 3D platformer. The player navigates through a mostly linear sequence of levels, fighting enemy Robo-Pirates, solving puzzles and collecting lums. Collecting enough lums gains the player access to new parts of the world. Part of the lums are hidden in small cages, in which other freedom fighters or Teensies are imprisoned, and can be obtained by breaking the cages.

Rayman starts the game with minimal abilities, and he can gain more abilities as the game progresses. The main weapon available in the game is Rayman's fist, with which energy orbs can be shot. Eventually, the orbs can be charged before shooting them, making them more powerful. Rayman can also enter a strafing stance which allows him to easily aim orbs whilst avoiding enemy attacks. Rayman later gains the ability to swing over large gaps using Purple Lums. Rayman is also able to use his helicopter hair to slow his descent while jumping, with some segments later in the game allowing him to fly with his

hair. There are also various items Rayman can use throughout the game, such as explosive barrels he can throw, giant plums he can ride on to carry him across dangerous surfaces, and rockets he must ride on to access new areas.

The PS2 version features many enhancements including new minigames and bonus challenges, upgrades to Rayman's abilities, level revisions, new music tracks, the option to switch between the gibberish from other versions and newly recorded real language voices, three new bosses, and Yellow Lum redistribution. The Hall of Doors was replaced with three central hubs, called The Minisaurus Plain, Globox's House and The Rainbow Creek, in which to walk to each level freely, play Ly's bonus challenges unlocked by freeing Revolution-exclusive prisoners called Familiar Spirits, and purchase ability upgrades or the new minigames from the Teensies with the Yellow Lums the player has collected.

To date, Revolution is the only edition of Rayman 2 that lets players save when a level has been only partially completed, but like all versions of the game, it still uses manual saves. This is also the only version in which the 1,000th Yellow Lum can be obtained normally, and hence actually changes the total back to 1,000 despite Razorbeard still eating it and the total changing to 999/999. The 1,000th Lum is obtained after beating Clark and receiving the Lumz Radar, a magnet-shaped gadget exclusive to Revolution that helps players track down any missed Yellow Lums.

However, despite the numerous improvements and enhancements to the gameplay, the frame rate is not as smooth as the near-constant 60fps of the Dreamcast version, and certain graphical effects from that version, such as the blue ring trails that accompany a fully charged gold fist orb, are also gone.

This port was later released on the PlayStation Network on 1 May 2012 in North America.

Rayman 2 was originally conceptualised as a sidescrolling 2D platformer, like the first game. Development on the prototype began in early 1996 and was slated to be released on the PlayStation, Sega Saturn, and Windows in the fourth quarter of that year. The prototype of Rayman 2 featured some usage of 3D models on a 2D background, differing from the 16-bit presentation of its predecessor. The prototype is playable in the final PlayStation version of the game if the player completes a certain percentage of the game.

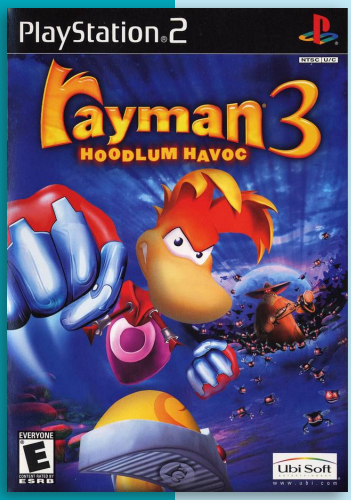
Rayman 2's computer version received a "Silver" sales award from the ELSPA, indicating sales of at least 100,000 copies in the United Kingdom.

Rayman 2 received acclaim from both critics and fans, scoring a 9 on Nintendo 64, 9.2 on Windows and PlayStation and 9.6 on Dreamcast from IGN. It also received 'IGN Dreamcast Game of the Year 2000'. It was praised in most aspects including gameplay, audio, graphics and controls, praising the colourful, vibrant worlds, the soundtrack, and the varied gameplay. IGN's Brandon Justice called it *"the most impressive feat of game design and execution the platforming genre has ever seen."*

On 26 May 2011, GOG.com re-released Rayman 2: The Great Escape, alongside Rayman 3: Hoodlum Havoc and Rayman Forever, made to be compatible with Windows XP, Windows Vista, and Windows 7, along with a digital version of the game's soundtrack as bonus content. On 26 January 2012 Ubisoft announced that Rayman 2 would be added as a bonus for preordering the Microsoft Windows version of Rayman Origins.

Rayman 3: Hoodlum Havoc

7.6



Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) March 14, 2003
Genre	Action-platformer
Mode	1 Player

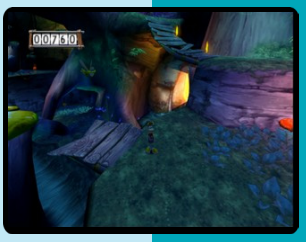
Rayman 3: Hoodlum Havoc is the third major platform game installment in the Rayman series. It tells the story of how Rayman stops André, an evil black lum, from taking over the world with his army of sack-like "Hoodlum" soldiers. Unlike the game's predecessor, Rayman 3 took a more light-hearted turn, it has sarcastic self-referential undertones and pokes fun at the platforming video game genre. This would be the last main series Rayman game to be released until Rayman Origins in 2011.

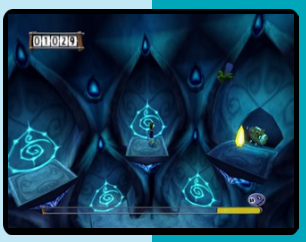
Rayman's controls are similar to that of Rayman 2: The Great Escape, albeit he is now limited to utilising long-ranged punches (and kicks at some opportunities), as opposed to throwing Energy Spheres. Instead of permanent upgrades to his abilities, Rayman can now find special "Laser Washing Powder" cans containing one of five temporary power-ups. The Vortex allows Rayman to fire mini-tornadoes instead of punching, the Heavy Metal Fist increases Rayman's strength and allows him to break down certain doors, the Lockjaw gives Rayman extendable claw weapons that can be used to latch onto and electrocute enemies or swing across gaps, the Shock Rocket allows Rayman to fire a remote controlled missile, and the Throttle Copter provides Rayman with a special helmet that allows him to fly vertically for a limited time.

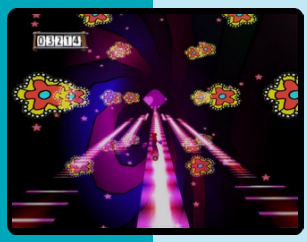
By the end of March 2003, Rayman 3: Hoodlum Havoc had sold more than 1 million copies.

Rayman 3: Hoodlum Havoc received generally positive reviews from critics. GameRankings and Metacritic gave the PlayStation 2 version 80% and 76/100.

A remastered HD version of the game was released for PlayStation Network and Xbox Live Arcade in 2012. 2D versions were developed for the Game Boy Advance and N-Gage. A follow up game, Rayman: Hoodlums' Revenge, was released for the Game Boy Advance in 2005.







RAYMAN 3

new weapons **new powers** **new enemies**

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Rayman Raving Rabbids

6.4

Developer	Ubisoft Montpellier
Publisher	Ubisoft
Release date	(us) December 5, 2006
Genre	Party
Mode	1-4 Players

Rayman Raving Rabbids is a party game and a spinoff in the Rayman series. It consists of 75 minigames. The game later spawned a subseries.

Rayman will get to throw cows, milk cows, make Rabbids dance and race warthogs and eagles, all for the amusement of the Rabbids. After winning games, Rayman will earn plungers which can be used to construct a ladder to escape from the jail cell. After completing three trials in the coliseum, a boss game must be completed; such as an on-rails first person shooter, or a racing game.

During the Story Mode, the player unlocks special mini-games which can then be played in Score Mode to unlock new content (such as music, wardrobes and challenges) and improve scores. Getting a high score in Score Mode also generates a password to allow players to submit their high score to an online rankings system via Ubisoft's home page. The game can be played in single player mode and multiplayer modes (up to four people in competitative or co-operative gameplay).

The game began development in the Ubisoft Pictures studio. The studio head Michel Ancel sketched an initial concept for a rabbit character, and from there, the idea of a mass invasion of bunnies grew. The team then began work on a traditional action game platformer, then tentatively titled Rayman 4. However, upon receiving development kits from Nintendo, the team began focusing on implementing a wide range of gameplay types. When it became clear that these were not going to fit into a traditional platformer game, Rayman Raving Rabbids was altered to become a game consisting of separated trials. The changes meant that some of the trials and concepts revealed before the game's release did not appear in the final game, such as hawk and tarantula riding. While Ancel was seen as one of the main figures behind the project before E3, he left the project after the revamp, and is only credited with character design in the final game.

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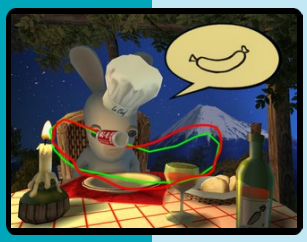
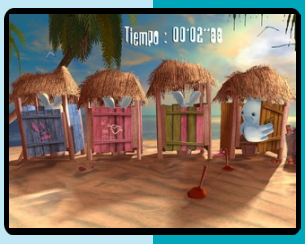
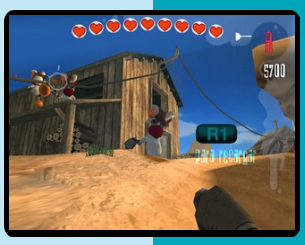


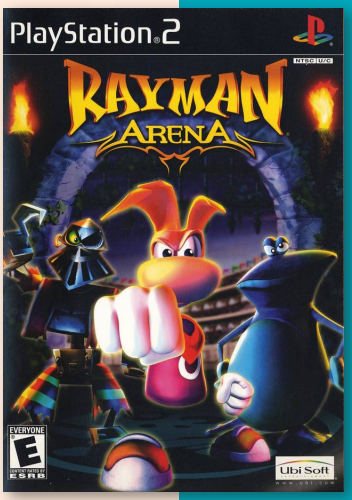




Rayman Arena

6.3

Developer	Ubisoft
Publisher	Ubisoft, (us) SCEA
Release date	(eu) November 30, 2001
Genre	Action, Racing
Mode	1-2 (4) Players

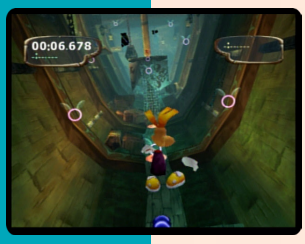


Rayman M (released in North America as Rayman Arena) is a multiplayer party game. It consists of two modes: an arena fighting mode, and a racing mode, both up to four players. It is based on and serves as a prequel to Rayman 2: The Great Escape. It is also as a spin-off of the Rayman series.

The racing mode is split in four different race types:

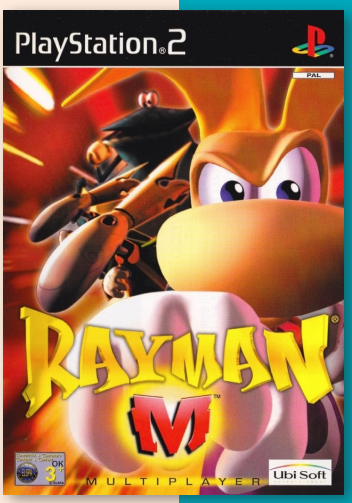
Training: for exploring and practice of the racecourse and setting personal records;

Race: up to four different characters race each other over several rounds with the first one crossing the finish line wining;



Popolopoï: one must reach the finish line before the time that is counting down reaches zero. Time can be replenished by shooting some kind of butterflies called a Popolopoï and no opponents are to be beaten;

Lums: over three laps a certain amount Lums have to be collected and one must beat the other opponents to the finish line.

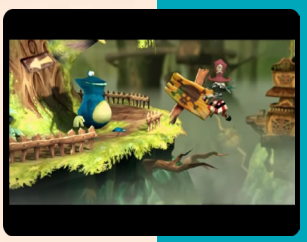


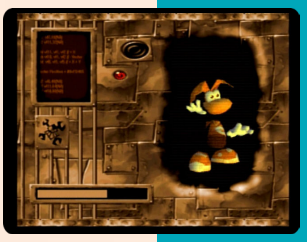
The arena battle mode is split in three different battle types:

Lum Spring: before the time runs out or the first to collect five Lums/crystals wins. Ice bullets can be fired at an opponent to temporally freeze them and beat them to the lum;

Lum Fight: all players start with five hit points each that need to be shot of with weapons found around the arena. A point is scored if a player shoots of the last hit point of an other player. The first to reach a certain amount of points or the one with the most points at the moment the time runs out wins. When killed through one's own actions a negative point is scored;

Capture the Fly: the goal is to find and capture a Light-Fly. The fly follows you around and if a certain amount of time has passed a point is awarded. One loses control of the fly when hit by a bullet of an opponent. The first to reach a certain amount of points or the one with the most points at the moment the time runs out wins.





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MIDWAY

AFRO

Sometimes being the best means having to spend a whole lot on Afro Sheen.

"...Ready 2 Rumble rages back in the most spectacular sequel of sequels."

PS2 - The Official Playstation 2 Magazine

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let'sGetReadyTo Rumble™.

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Train with Mini Games

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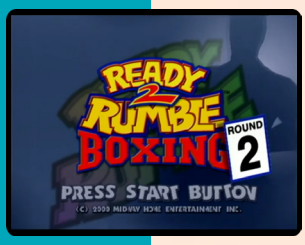
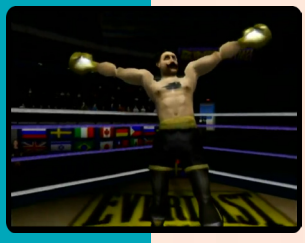
*Screen shots taken from PlayStation 2

Ready 2 Rumble Boxing: Round 2

7.5





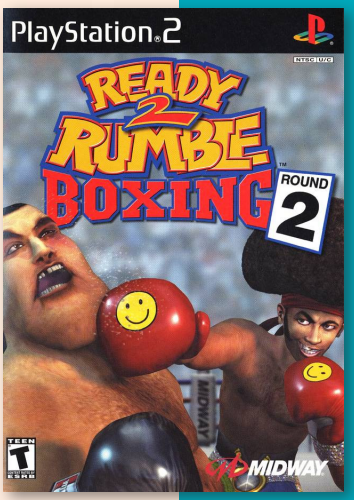
Developer	Midway
Publisher	Midway
Release date	(us) October 23, 2000
Genre	Sports
Mode	1-2 Players

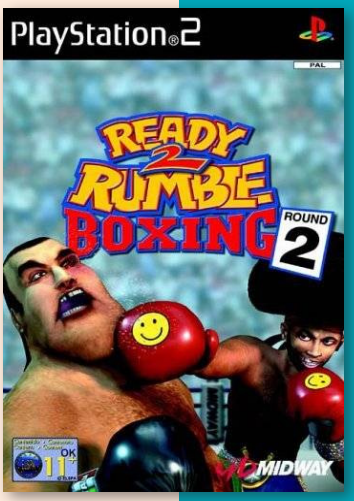
Ready 2 Rumble Boxing: Round 2 is a boxing game released for the Dreamcast, Nintendo 64, PlayStation, PlayStation 2 (a North American launch title for the system), and Game Boy Advance. It is also the sequel to Ready 2 Rumble Boxing.

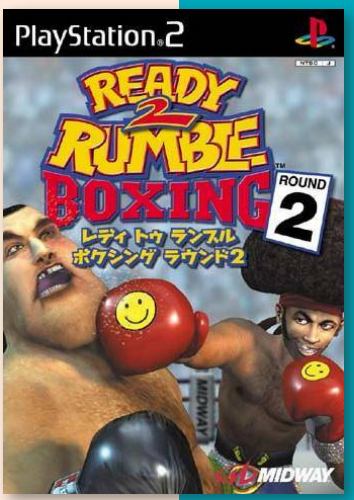
Gameplay in the game is similar to that of the previous game. The more big hits the player land consecutively, letters that spell out "RUMBLE" appear below the player's side of the screen. Letters also appear when the fighter taunts his opponent. Once the word is formed, powerful combo attacks can be activated that will almost definitely knock the opponent down. This time, however, there are three levels of "RUMBLE", which build up one after the other. If the player successfully lands a combo with his RUMBLE Meter full on the third level (where the letters start smoking), the final blow can launch the opponent clear out of the ring, giving the player an instant victory.

News from Midway's sequel to Ready 2 Rumble Boxing were first made public back in early summer of 1999 and in May 2000, showed of the game at that year's E3 for demonstration. It was here that Midway announced that the game would receive a PlayStation 2 release. In September 2000 the game was previewed for public demonstrating at that year's ECTS. That same month images and screenshots of two of the game's secret characters were unveiled: Shaquille O'Neal and Michael Jackson. It was stated that Jackson was motion captured and digitally photographed for his character, and also lent his own voice to his character, albeit at a lower register than his usual speaking voice. Midway released the PlayStation 2 version on October 23 to coincide with the release of the PlayStation 2. As with the previous game, Michael Buffer appears in the game as himself. The game's roster also features then U.S. President Bill Clinton and his wife Hillary Clinton, credited respectively only as "Mr. President" and "The First Lady".

Due to hardware restrictions, several characters had to be cut from the Nintendo 64 version.



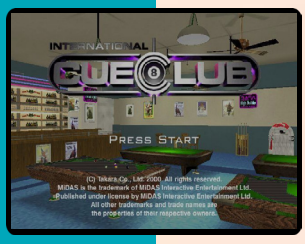


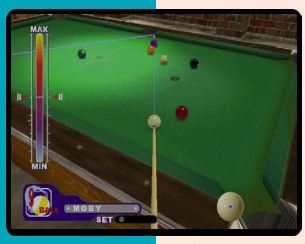


J N P

Real Pool

5.4

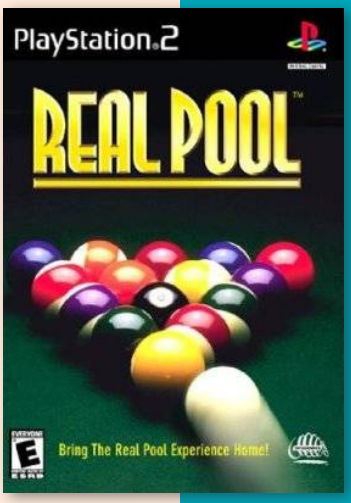




J N P

Developer	Astroll
Publisher	Takara, Infogrames, (eu) Midas Interactive Ent.
Release date	(jp) September 7, 2000
Genre	Sports
Mode	1-2 Players

Real Pool is a billiards game with physics so that the billiards, table surfaces are cues react, more or less, realistically. There are a dozen different games for players to compete in including the standard 8 ball, 9 ball, rotation and different games such as Carom and Bowliards. There are also 25 different table designs to choose. It also features four different game modes including a puzzle mode and eight different AI opponents.



Real Robot Regiment

8.3

Developer	Wavedge
Publisher	Banpresto
Release date	(jp) August 9, 2001
Genre	Action
Mode	1-2 Players

Real Robot Regiment is a Banpresto published mech based action game released exclusively in Japan for the PS2. It is an entry in the long running series of anime-based robot games. The player pilot robots pulled from Gundam and other series, as well as original creations, in battle against various foes. They can select up to four robots and switch off between them during battle.

J

Real Rode

6.6

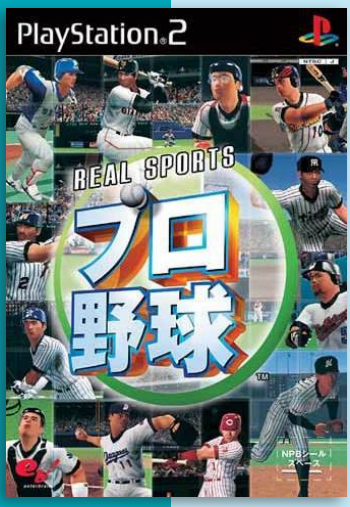
J

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) December 4, 2008
Genre	Adventure
Mode	1 Player

In Real Rode, Nina is a high school student. Like other girls, she is interested in fashion and enjoys dating with her boyfriend Naoya. But she also has a secret - Nina is a closet otaku who loves to play video games. Her favourite game is Real Rode, a game that she knows very well from completing it several times. One day when playing in her room, Nina is drawn into the game itself.

"psxdatacenter.com"

Real Sports Pro Yakyuu



Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) August 7, 2003
Genre	Sports
Mode	1-2 Players

Real Sports Pro Yakyuu is a baseball game, published by Enterbrain, which was released in Japan in 2003.

Players can trade and train their players along with batting and defensive practice. The game also feature a replay mode where the game is similar to a television broadcast

J

Realize

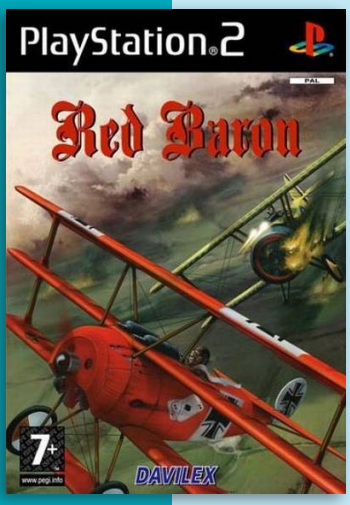
J

Developer	NEC Interchannel
Publisher	Interchannel
Release date	(jp) September 15, 2005
Genre	Visual novel
Mode	1 Player

Realize: Panorama Luminary is a PlayStation 2 port of an adult visual novel Realize for PC. In addition to all the sex scenes being removed and game rating reduced, this PS2 port also features full voice-acting while the original game had no voice-acting whatsoever. This is a sci-fi themed game centered on a mysterious power called “Ego.”

Red Baron

7.0



Developer	Atomic Planet Entertainment
Publisher	Davilex
Release date	(eu) November 25, 2005
Genre	Simulation
Mode	1 Player

Red Baron is an action oriented flight game set in World War I. The game features 24 missions divided into two campaigns. Typical goals are the bombing of targets and neutralizing of other planes. There are four pilots to choose from; each with different strengths. During the combat the focus lies on dogfights and flight maneuvers.

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P

Real World Golf

7.3

Developer	In2Games
Publisher	Valcon Games, (us) Mad Catz
Release date	(eu) August 26, 2005
Genre	Sports
Mode	1-4 Players

Real World Golf is a golfing game that makes use of the Gametrak system. The Gametrak is an external piece of hardware that is included with the game. The Gametrak can, through the use of gloves which are connected to it with tiny wires, accurately read out the swing the player makes with the included tiny golf club. It determines the power with which players hit, but also any effects they may put on the ball. The Gametrak can read out speeds ranging from 2000 miles per hour to 1 millimeter per hour.

Once players start the game they no longer need to use their gamepad, all menus can be navigated with use of simple hand gestures. The game itself contains ten 18-hole courses which have to be unlocked one by one. Players can play in various modes such as tournament, championship, training and party. Party mode includes several mini games such as hitting cars in the parking lot, hitting a giant bulls-eye in the sky, hitting as close to a target as possible or hitting through hoops. Each game mode can be played against the AI or another player in hotseat multiplayer.

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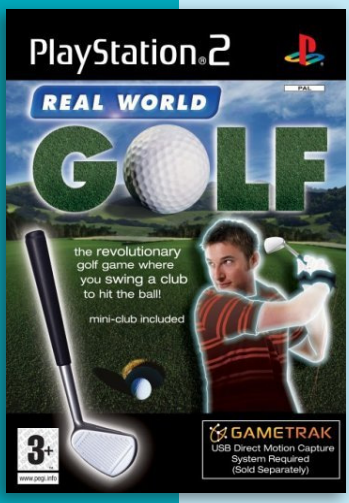
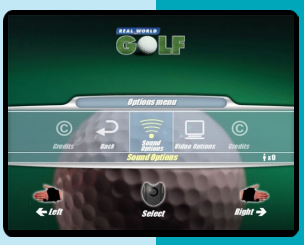
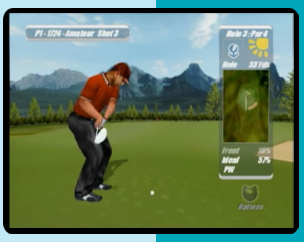
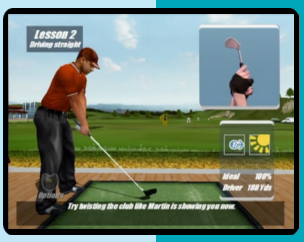


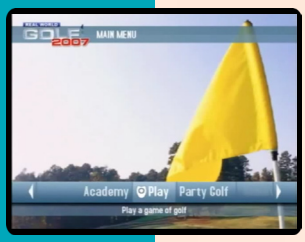






N P

Real World Golf 2007



P

Developer	In2Games
Publisher	In2Games
Release date	(eu) August 25, 2006
Genre	Sports
Mode	1-4 Players

Real World Golf 2007 is the sequel to Real World Golf. Like its predecessor it make use of the Gametrak. The game contains 15 new 18-hole courses which have to be unlocked one by one. Players can play in various modes such as tournament, championship, training and party. Party mode includes several mini games. New in this version is a completely revamped putting method. Each game mode can be played against the AI or another player in hotseat multiplayer.

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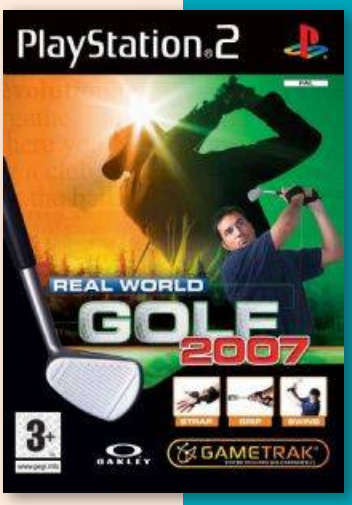
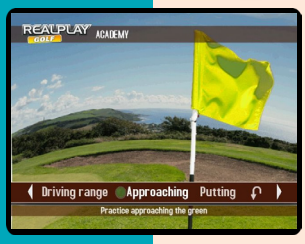


RealPlay Golf

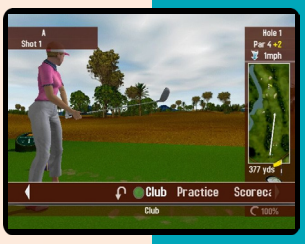


Developer	In2Games
Publisher	In2Games
Release date	(eu) November 30, 2007
Genre	Sports
Mode	1-4 Players

REALPLAY Golf is a golf game with all of the usual types of mode (Stroke Play, Tournaments, Practice, Multiplayer, Stableford, etc.) featured. The real difference between this and the multitude of Golf games available for PS2 is that it does not support the DualShock Controller at all - it uses its own wireless motion-sensing Golf Club. Players are required to use the wireless club to take their shots using realistic golf swings.

There is a Driving Range and a Putting Course to practice on before setting out on a full round of Golf. The game is set amongst 8 courses, featuring environments from the U.K, USA, France, New Zealand, Scotland and the Caribbean. There is a range of A.I. players to compete against, each with their own personality and play style. These can be unlocked as reward for winning tournaments, achieving given feats or reducing your handicap.

"mobygames.com"



RealPlay Racing

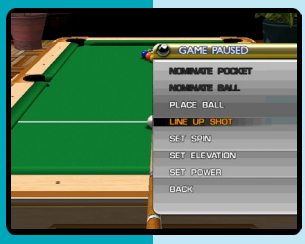
Developer	In2Games
Publisher	In2Games
Release date	(eu) November 30, 2007
Genre	Racing
Mode	1 Player

REALPLAY Racing is an arcade racing game that makes use of a motion sensitive wireless steering wheel that is included with the game. Rotating the wheel left and right allows players to steer in the game.

The game features several game modes such as quick race, arcade mode, time trial and championship in which players race against opponents on 24 different tracks in 3 unique environments. The tracks are filled with jumps, raised hairpin turns and destructible scenery.

Performing well in the different races allows players to unlock new tracks and vehicle parts. Performing stunts gives them style points that let them customize their car.

RealPlay Pool



Developer In2Games
Publisher In2Games
Release date (eu) November 30, 2007
Genre Sports
Mode 1-2 Players

REALPLAY Pool is a pool and snooker game for the PlayStation 2 that makes use of a motion sensitive controller in the shape of a cue stick that is included with the game. You use the cue stick controller just like you would use a normal cue in order to strike the balls in-game. You tilt it up or down for spin and can control how much thrust you apply to the ball. Game modes include practice, exhibition, world tour and multiplayer. Each mode can be played in various types of pool and snooker and in the world tour mode you must play all variants.

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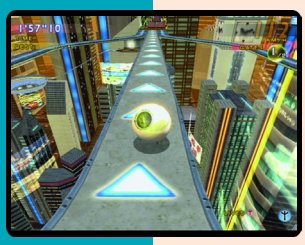
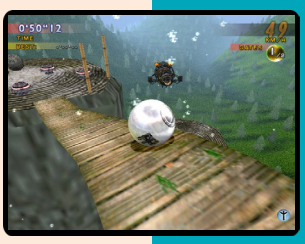
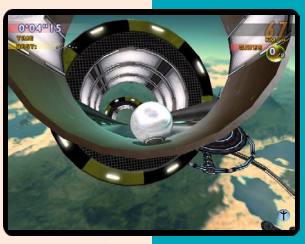
RealPlay Puzzlesphere



Developer In2Games
Publisher In2Games
Release date (eu) November 30, 2007
Genre Puzzle
Mode 1-4 Players

REALPLAY Puzzlesphere is an action puzzle game in the vein of Marble Madness and Super Monkey Ball using the Realplay system of motion sensitive controllers. Included with a game is a motion sensitive orb that works much like a Wii Remote. If players tilt it in any direction the ball on screen will gather up momentum in that direction. The further they tilt it the more momentum it will gather. The goal of the game is to guide the ball on the screen through complex 3D courses where they have to avoid gaps, make jumps and roll around sharp corners. There are various checkpoints along the way that serve as respawn points and make sure players doesn't cut short on the designated circuit. When the ball on screen falls out of bounds the players loses a life. One additional control is the air brake that applies a sudden momentum in the exact opposite direction as the current rolling direction. This can be used for late escapes. To make it more difficult fans can try to blow it off course. A variety of power-ups can be collected to improve their air brake for example, but they are placed at hard to get locations.





7.7

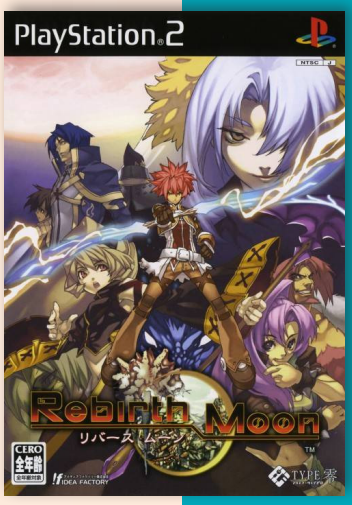
Rebirth Moon

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) November 24, 2005
Genre	Turn-based strategy
Mode	1 Player

In Rebirth Moon, the first entry in Idea Factory's "IF Type Rei" lineup, players take the role of Ires, who seeks his father who disappeared after being surrounded by a strange black light. Ires joins a mercenary group, and as he takes on jobs, he comes closer to understanding the truth behind the disappearance. The game's storyline is centered on a mysterious artifact called the Cube, which was unearthed in ancient ruins near his home town. This Cube helps to give birth to powerful weapons, which he equip and use in battle. In addition to missions that help to progress the story, some missions are included in order to build up the characters. While in battle, players have access to partner commands, where they and a nearby ally attack together, and a command that lets players use equipment generated by the Cube. They can modify equipment and skills for their characters.

An enhanced port was later released on Xbox 360 as Diario: Rebirth Moon Legend.

"ign.com"



Limited Edition

Remote Control Dandy SF

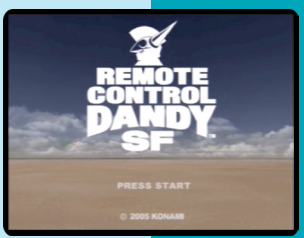
Developer	Sandlot
Publisher	Konami
Release date	(jp) April 14, 2005
Genre	Action
Mode	1-2 Players

Meant as a sequel to the original Remote Control Dandy on the PlayStation, SF took the premise further by possibly having a more complex control system on the Dual Shock 2.

Much like the original game, the player controls a large mecha limb by limb from ground level. The main difference over the games before it is that SF allows the player to control both the mecha and human commander simultaneously.

In that, players can move your viewpoint at the same time as moving each limb of their mecha.

"Cacophanus@mechadamashii.com"



BETTER DEAD THAN RED

by: PlayStation 2 Official Magazine (AU) 2002

Rockstar rescues Read Dead Revolver

IT'S BEEN A LONG WAIT FOR ALL YOU WANNABE GUNSLINGERS and desperados, but the stylish, western gin-fighting extravaganza *Red Dead Revolver* is one step closer to you all thanks to Rockstar San Diego.

Despite strong industry buzz and a loyal fan following the title was dropped from its original creator Capcom in 2003. Fortunately Rockstar San Diego has prevented it from saddling up and riding off into the sunset, and we should see it on Aussie shores towards the middle of this year.

Red Dead Revolver is a fast paced third person shooter that attempts to capture the feel of the 'spaghetti westerns' of yesteryear. It should fill a gaping hole in a PS2 line up presently devoid of any spur-strappin' quick-drawin' Wild West shoot-em'-ups.

One of the standout features of the gameplay is the ability to target individual areas on an enemy's body; so you can nail them right between the eyes, blast their revolver out of their hands or just blaze away at their heels and make 'em dance.

Fun fact: The main character's name is Red Hand, but he got that name from gunslinging.

RED·DEAD REVOLVER

WWW.ROCKSTARGAMES.COM/REDDEADREVOLVER

OFFICE OF FILM AND LITERATURE CLASSIFICATION
MA15+
[RESTRICTED 15 YEARS AND OVER]
MEDIUM LEVEL ANIMATED VIOLENCE

XBOX

PlayStation.2

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Red Dead Revolver

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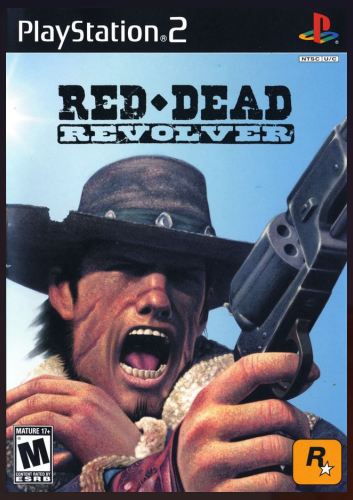
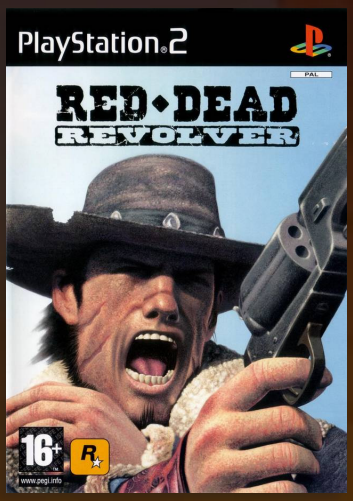
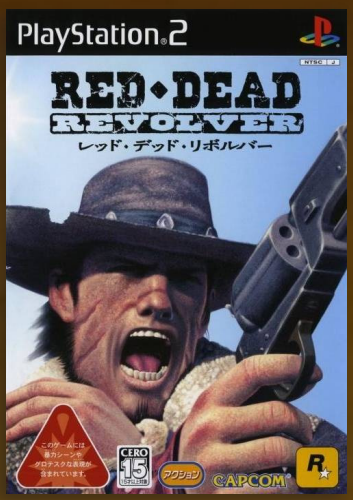






J N P

Developer	Rockstar San Diego
Publisher	Rockstar Games, (eu) Take-Two Interactive, (jp) Capcom, (us) SCEA
Release date	(us) May 3, 2004
Genre	Action-adventure
Mode	1-2 (4) Players

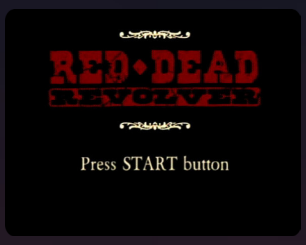
Red Dead Revolver is a Western action-adventure third-person shooter developed by Rockstar San Diego and published by Rockstar Games. The first entry in the Red Dead series, it was originally released for PS2 and Xbox.

Rockstar San Diego, at the time known as Angel Studios, began working on Red Dead Revolver under the oversight and funding of Capcom in 2000, and the game was announced by Capcom in March 2002. It was originally intended to be a spiritual successor to Capcom's Gun.Smoke, a 1985 arcade shoot 'em up designed by Yoshiki Okamoto.

In November 2002, Take-Two Interactive, parent company of Rockstar Games, announced that they had acquired Angel Studios, with it being moved to the Rockstar Games label and being renamed Rockstar San Diego. Following the purchase, Rockstar Games executives reviewed projects in development at the studio, so to sort out what was worth keeping. Dan Houser, creative director at Rockstar Games, remarked that the game *"looked very good"* and caught the review team's eyes, despite it being in an unplayable state. Due to the troubled development leading to that unplayable state of the game, with it missing both the 2002 European Computer Trade Show and the 2003 E3, Capcom cancelled the title in August 2003. However, Rockstar Games acquired the rights to Red Dead Revolver the following December, and let Rockstar San Diego go on to develop what would become the first installment in the acclaimed Red Dead series.

The lead character appears to be an amalgamation of various Western Clint Eastwood-inspired characters from assorted movies, particularly the Man with No Name character, with whom he shares many similar traits. The game reproduces a "grainy film" effect and uses music from many different Spaghetti Western soundtracks.

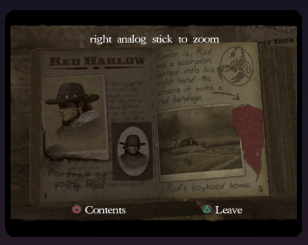
Set in the 1880s, it follows the story of Red Harlow, a bounty hunter on a quest to avenge the deaths of his parents



The game allows the purchase of goods at local town stores. Goods range from general store items, which unlock extras, to guns and multiplayer characters. Each individual character has a unique ability which can be activated after so many kills or a certain amount of time. For example, Jack Swift can quickly empty his guns on a single target and Buffalo Soldier can impale men with a flare from a rifle. Guns can be purchased at stores and are chosen before each mission. The game offers a wide selection of shotguns, rifles, thrown weapons, and, of course, revolvers. Weapon repair plays a minor role.

There are four Difficulty levels available for the single-player campaign.

The game received mixed to favorable reviews. Reviewers praised the game for its plot and unique style, but the game received criticism for its gameplay, graphics (IGN noticed that the Xbox's version has better graphics than the PS2 version), and sound. 1Up gave the game a "C" score.



Red Dead Revolver was included as one of the titles in the 2010 book 1001 Video Games You Must Play Before You Die, alongside its sequel and other games published by Rockstar Games, such as Grand Theft Auto.

Rumors of a sequel began to circulate around 2005, when Rockstar showed a video of an Old West horseback rider. This ran on early PlayStation 3 hardware. The project was only known as the "Old West Project".

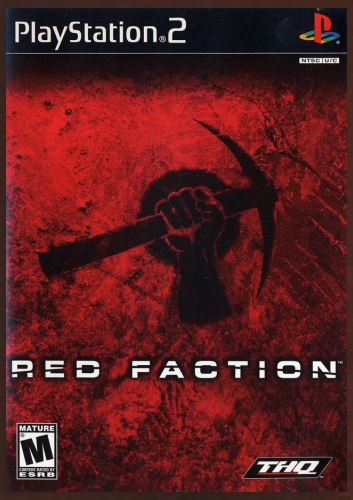
Although not a direct sequel, on February 4, 2009, Red Dead Redemption was announced for the Xbox 360 and the PlayStation 3.

The spiritual successor of Red Dead Revolver, Red Dead Redemption was released on May 18, 2010, in North America, May 20, 2010, in Australia and May 21, 2010, in Europe.

"reddead.fandom.com"

Red Faction

8.8



Developer	Volition Inc.
Publisher	THQ, (us) SCEA
Release date	(us) May 21, 2001
Genre	First-person shooter
Mode	1-2 Players

Red Faction is a first-person shooter originally released for PS2. It was later released for Windows and Macintosh. A version for the Nokia N-Gage and a Mobile version later released. The game was inspired by several works of contemporary science fiction.

Red Faction takes place on Mars in the late 21st century. The player controls a miner named Parker who helps lead a rebellion against the Ultor Corporation.

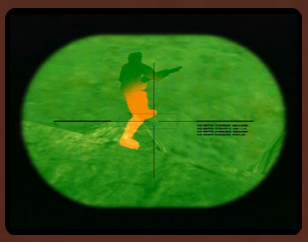
The game features GeoMod technology, which allows players to significantly alter and otherwise affect the surrounding terrain and buildings, either with explosives or otherwise. Past games had allowed limited alteration of the environment through scripted means, or special triggered areas which would add or remove certain predefined level elements. Red Faction was the first video game that allowed players unscripted level-altering possibilities.

The PlayStation 2 version of Red Faction uses offline split-screen multiplayer featuring deathmatch rounds with AI bots and up to 4 human players.

Descent 4 was a game being developed by Volition as part of the Descent game franchise, as a prequel to Descent. However, it was cancelled and then the technology behind it and some of the plot, were incorporated into Red Faction. Examples include the main character Parker as well as the GeoMod engine.

Many fans have pointed out the similarities between Red Faction and the 1990 film Total Recall with its setting on Mars and the rebellion against the guards. Lead designer Alan Lawrance acknowledged the similarities in a 2014 interview but stated the movie was not used as the main inspiration; any connection is purely coincidental.

The PlayStation 2 and PC versions of Red Faction received "generally favorable reviews". In the PlayStation 2 version, IGN called it *"an absolute must-have game for the PlayStation 2, and it's the best single-player first-person shooter by a long shot"*.



Red Faction II

8.4

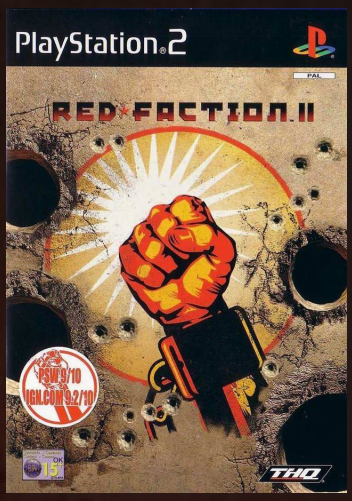
Developer	Volition Inc.
Publisher	THQ, (us) SCEA
Release date	(us) October 15, 2002
Genre	First-person shooter
Mode	1-2 (4) Players

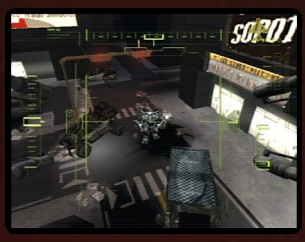
As was originally designed in the first Red Faction, Geo-Mod builds the world around players as a means to destroy it. Using rockets, mines and the many other weapons available, players can take down walls, blast through doors (therefore deleting the need for a security key) and bring down enemies by destroying the floor that they stand on. Vehicles can also be used to help in the players tasks.

Red Faction II features local multiplayer. Deathmatch, Bagman, Arena (all available with either individual or team play), Capture the Flag, and "Regime" (an unlockable mode equivalent to Bagman) can be played across a selection of around 40 levels, each with destructible walls. Every game mode except Capture the Flag has the same stage set; Capture the Flag has another set of levels dedicated to it.

On Mars in the year 2080, five years after the events of Red Faction, the nanotechnology developed by Axel Capek, the head scientist of the Ultor Corporation prior to its fall, has been claimed by the Earth Defense Force (EDF). With this technology, the EDF commences a reorganization of the Ultor Corporation with a particular focus on enhanced supersoldiers and suitable weaponry. However, the research that was done by Capek in his laboratories has been consequently stolen by other militant groups and assorted terrorist organizations. This has gone on for years; the research has changed hands in the criminal underworld many times. The player is introduced to their role as an explosives expert (codenamed "Alias") as he embarks on a special operations mission to claim the research data for the Republic of the Commonwealth.

The game received "favorable" reviews according to Metacritic. Eurogamer said the PS2 version was enjoyable but not particularly innovative. They recommended it to fans of the original game whilst conceding that Red Faction II was *"not the best example of its fiercely competitive genre."*





Red Ninja: End of Honor

4.7

JNP

Developer	Opus
Publisher	Vivendi Universal Games
Release date	(jp) March 3, 2005
Genre	Action-adventure
Mode	1 Player

Red Ninja: End of Honor, known in Japan as Red Ninja: Kekka no Mai (紅忍 血河の舞 Reddo Ninja Kekka no Mai, "Red Ninja: Blood River Dance"), is a 2005 video game for the PlayStation 2 and Xbox, created in a collaboration between the game developer Tranji Studios (now ERTAIN Corporation) and the film writer Shinsuke Sato. The game's theme song "Foolish Dream" was performed by Yoko Ishida. The game was poorly received and was Tranji Studios' only published title.

The game is set in 16th century Japan during the Sengoku period. After a young Kurenai witnessed the brutal execution of her father Ryo by the Black Lizard clan, the girl herself was brutally hung with a tetsugen from a tree and left to die. Miraculously, she survived and was rescued and adopted into a ninja clan where she obtains complete mastery of her adopted weapon, the tetsugen. Pledging her undying loyalty to her new family, Kurenai now lives to avenge her father's death and will go to any means necessary.

Red Ninja employs a third-person perspective with a limited rotatable camera, following the protagonist, Kurenai. Enemies are dispatched with either a kunai blade or fundo (a blunt iron weight) attachment to the tetsugen (鉄弦 "iron string", or "wire"). The tetsugen also has a hook attachment that allows Kurenai to swing to various places. Melee attacks can be performed with either the blade or fundo. By repeatedly annihilating enemies and avoiding injury, Kurenai can build her ninjutsu gauge, which allows her to enter a sort of "bullet time" in order to more efficiently eliminate enemies. When Kurenai is being chased by three or more enemies while targeting one of them, she can perform a powerful melee attack to annihilate all enemies in range.

However, as Kurenai is without armor and significant reach (enemies are armed with bows, spears, or katana), most battle encounters will either injure her seriously or kill her outright. It is best to avoid physical altercations either by sneaking, stealth-killing, or using Kurenai's feminine charm to eliminate threats. Stealth attacks

are possible when Kurenai sneaks up on an enemy undetected or uses the blade to slice off an unaware enemy's head from a distance. A seduction stealth kill is also possible to perform on a single enemy: during such an attack, Kurenai will perform a vaguely suggestive activity and when the enemy approaches, will drag him down and kill him. Bodies of dead enemies can be dragged in order to conceal Kurenai's presence from the enemy, though only decapitated or defeated enemies can be dragged (in other words, Kurenai cannot pick up two separate halves of a body to hide them). The game is impossible to complete without killing people.

Kurenai has several different methods of moving. In addition to running, walking, and jumping, she can stealth walk in order to creep up on enemies or move behind low barriers. She will stealth run if an enemy is targeted, unaware of her presence, and she is being made to run. Kurenai can also wall-jump, that is to say jump from surface to surface, up to three times in order to surmount large obstacles. Kurenai can flatten herself against certain walls, cling to ledges, hang upside down from her tetsugen to kill people, and if she is running fast enough, can zoom straight up walls until she either runs out of momentum or smashes into something. Wall running cannot be done on all walls, and can only be done if Kurenai is running at full speed. If Kurenai is crouching, she can also roll rapidly. When faced with tight, narrow spaces, Kurenai can dislocate her right shoulder in order to go through.

Areas can be navigated by looking at the (anachronistic) sonar circle in the corner and colored icons signal caution, alert, and full-out alarm/attack modes. Enemies are represented by arrowheads, with the point of the arrow being their direction of vision, while a white X indicates the general direction Kurenai should go in order to complete the mission.

The game received "generally unfavorable reviews" on both platforms according to Metacritic. A reviewer for Cheat Code Central wrote: *"There's a lot of competition out there for ninja and samurai games. Although Red Ninja really tries to be different, it fails miserably. It hints at some Splinter Cell elements and if it were able to realize that direction then it would stand out from the pack."* Ed Lewis of IGN wrote that *"the only honor is in ending any thought of this game"* as it is a proof that *"a ninja game can scrape the bottom of the barrel"*. According to Lewis, *"Red Ninja is a comedy of errors, but without the humor. From the camera to the movement to the over-powered tetsugen to the uninspired nature of pretty much everything this game disappoints in so many different ways."* According to Alex Navarro of GameSpot, *"even for those diehard ninja fans out there, Red Ninja is probably not a game that's worth your time or money."* In Japan, Famitsu gave the PlayStation 2 version a score of 27 out of 40.

7.3

RedCard 20-03

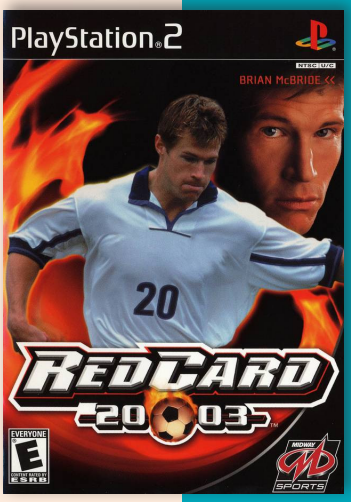
J N P

Developer	Midway
Publisher	Midway
Release date	(us) April 16, 2002
Genre	Sports
Mode	1-2 Players

RedCard 20-03, known as RedCard in Europe, is a video game based on association football, released in 2002 by Point of View. The game follows most of the rules of football, but allows for heavy tackles and special moves once the player has charged up a special meter.

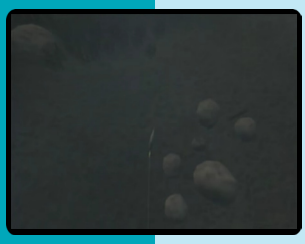
The game, released on the GameCube, Xbox, and PS2, allows the player to compete across all the continents (including Antarctica) in a world conquest mode, which in turn unlocks the finals mode (World Cup). Players have to face all the teams in the game, including SWAT, penguins, dolphins, seals and so on, on a variety of fantasy pitches including the South Pole and an aircraft carrier.

On each continent the player begins against an easy team, and progresses onwards. In North America, players have to face the USA and a SWAT team (both semi-pro), then progress to Asia where they face Saudi Arabia (amateur).



5.7

Reel Fishing III



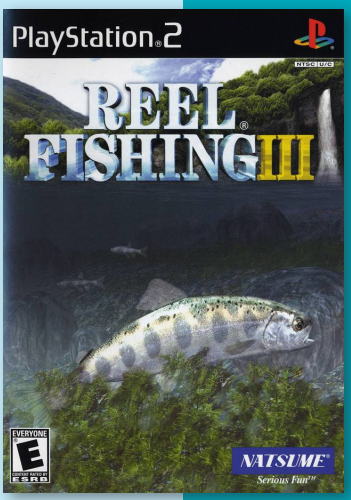
J N P

Developer	Open Sesame
Publisher	Victor Int., Marvelous, (eu) Ubisoft, (us) Natsume
Release date	(jp) June 26, 2003
Genre	Sports
Mode	1 Player

Reel Fishing III (known as Fish Eyes 3 in Japan) is a fishing game for the PlayStation 2. It was published by Natsume.

The story is about a man and his dog. He get a letter from his friend from his childhood. He says that he will be going out of town for a bit and requests that the man look over his lodge, named "The Aqua Lodge". He eventually befriend a dog and find pages of his friend's journal as a reward for accomplishing fishing goals.

Reel Fishing III is based around freshwater fishing. Unlike Reel Fishing II, players are restricted to fish in freshwater, as to make the story feel more realistic. It ranges from bass fishing, trout fishing, mountain fishing, stream fishing and many more.



Reign of Fire

5.6

Developer	Kuju Entertainment
Publisher	Bam Entertainment
Release date	(us) October 22, 2002
Genre	Third-person shooter
Mode	1 Player

Based on the movie, Reign of Fire lets players play as either a human or a dragon. As a human, payers must make their way to the site of the sole male dragon using a variety of vehicles and high-tech weaponry. As a dragon, players take the role of an infant, led by instinct to attack foes, and they'll attempt to eradicate the human race. With the fire-breathing and flying abilities, players can destroy everything on the ground or in the skies.

N P

Relaxuma: Ojama Shitemasu 2 Shuukan

7.7

J

Developer	West One
Publisher	Interchannel
Release date	(jp) September 1, 2005
Genre	Mini-games
Mode	1 Player

In this communication-based title, players interact with the Relaxuma character, a teddybear-like creature that they must take care of over a 14-day period. Each day, they can play two mini games with the creature. One mini game tests how many pancakes the player character can eat in a given time limit. In addition to Relaxuma, a number of Relaxuma characters will appear in the game.

Rhythmic Star!

Developer	Suzak
Publisher	Ignition Entertainment
Release date	(eu) April 7, 2006
Genre	Eye-toy, Music
Mode	1-4 Players

Rhythmic Star is an EyeToy dancing game similar to Sony's EyeToy: Groove. The game is a dancing game, that works with the EyeToy, where players have to wave their arms to music.

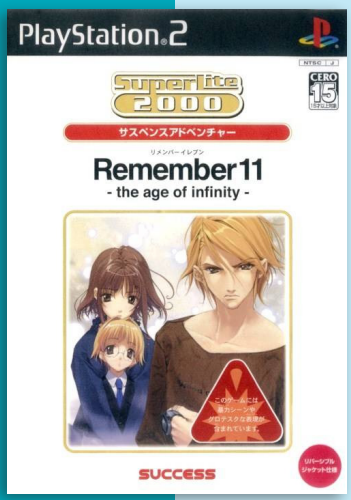
The game feature 25 different tracks. They include cover tracks of Madonna's Material Girl, Kylie's Can't Get You Out of My Head and the Beach Boys' Surfin' USA, and children songs like Incey Wincey Spider, to name a few.

P

8.3

Limited Edition

SuperLite 2000 Renai Adventure



Remember 11: The Age of Infinity

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) March 18, 2004
Genre	Visual novel
Mode	1 Player

Remember 11: The Age of Infinity is a visual novel developed by KID. It was originally released on the PlayStation 2, and has later been ported to Windows, PSP, iOS, and Android. The game is the third entry in the Infinity series; it is preceded by Never 7: The End of Infinity and Ever 17: The Out of Infinity, and followed by 12Riven: The Psi-Climinal of Integral and Code_18.

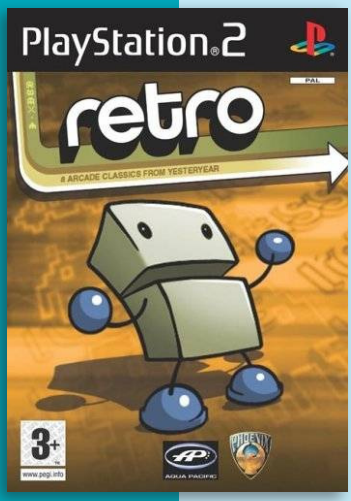
The game follows Cocoro Fuyukawa and Satoru Yukidoh, who frequently experience a phenomenon that makes their minds switch place with each other, putting them in the other person's body. Cocoro is stuck in a blizzard in an emergency cabin on a mountain together with three other people, while Satoru is in an institute for the treatment of mentally ill criminals, having lost his memory. The player takes the role of Cocoro, and reads the story while occasionally making choices that affect the course of the story, attempting to keep her alive for seven days; after doing so, they are able to play through the seven days from Satoru's perspective as well.

The development team included director Takumi Nakazawa, scenario writer Kotaro Uchikoshi, music composers Takeshi Abo and Chiyomaru Shikura, and character designer Hidari. The game was originally planned to be titled Parasite and be unrelated to the Infinity series, but when production started it was given the project name Project Infinity 3. Nakazawa and Uchikoshi had creative differences regarding the game's ending, each having their own idea for how the game should end; because of this and time constraints, the ending was left in an unfinished state, with the development team planning to develop a sequel that would conclude the game's story.

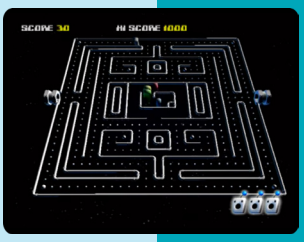
The game was positively received by reviewers at Famitsu and RPGFan, with the former complimenting the game system and plot, and the latter liking the character design and music.

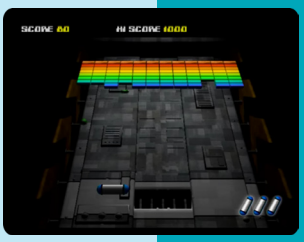
Retro

3.5



Developer	Aqua Pacific
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1-2 Players





Retro is not a compilation of previously released games, but eight remakes of retro arcade games with enhanced graphics and sounds. Although some details change (Gobbler's mazes are not the same as Pac-Man ones, Hopper's view is isometric) the gameplay is the same.

Games include; Bounce'n Break/Breakout, Bubble Puzzle/Bust-A-Move, Gobbler/Pac-Man, Hopper/Frogger, Laser Command/Missile Command, Light Racer/Tron, Roids/Asteroids, and Space Raiders/Space Invaders

As for the arcade versions, players can select a one or two players game, and the best of them will have their initials displayed in a high score table. Players cannot select a difficulty level since it increases automatically as they progress through the levels.

"mobygames.com"

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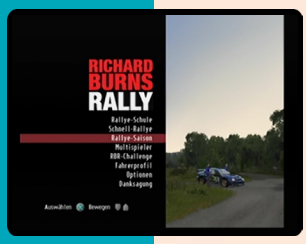
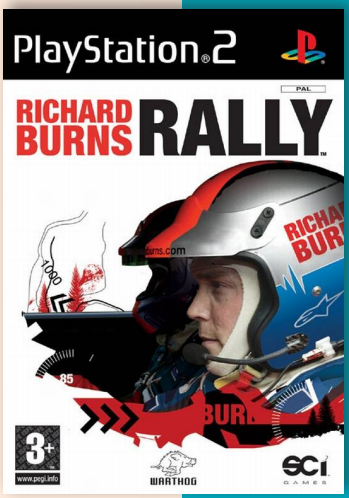
Richard Burns Rally

7.3



Developer	SCi
Publisher	SCi, (jp) Kids Station
Release date	(eu) July 9, 2004
Genre	Racing
Mode	1-4 Players



This rally game tries, licensed by the late 2001 World Rally Champion, Richard Burns, tries to find a niche by adding more depth and realism to the racing experience. This is reflected in the car handling, the influence of the weather and the endless tweaking of the car set-up. There are eight officially licensed cars to choose from, with familiar names such as the Subaru Impreza, Citroen Xsara, Peugeot 206, Mitsubishi Lancer Evo and Toyota Corolla, but players need to unlock them by finishing school lessons, winning a rally or making it to the end of a season.

Next to the usual training, quick races, rally seasons and multiplayer mode (4-player 'hot-seat'), players can test their skills in the Richard Burns Challenge, a time trial mode in which get the chance to go head to head with Burns himself.

J P

DOGGONE

by: PlayStation 2 Official Magazine (AU) 2006 September #57

Reservoir Dogs put down

Upcoming PS2 title *Reservoir Dogs* has been refused classification by the Office of Film and Literature Classification. Computer games that have been refused classification (RC) cannot be sold, hired or demonstrated in Australia.

Originally due out next month, the game is based on the Quentin Tarantino cult classic which was a watershed for independent film and spawned many an imitator. While the game was never destined for similar success, antiquated Australian legislation does not permit it to be rated and sold to gamers around the country, adult or otherwise.

According to the OFLC the decision was made on the basis that the *Reservoir Dogs* game "contains frequent depictions of violence that have a high impact. As such, the computer game cannot be accommodated at the MA15+ classification and must be Refused Classification."

Some of the OFLC's complaints were:

• Players (participants in a bank heist) can literally blow heads off hostages and police as well as execute hostages at point blank range with a gunshot to the head.

• Using a series of so-called signature torture moves, players can use different means to torture hostages and thereby cause police to lay down their weapons, such as repeated pistol whipping the side of the head with blood spray evident, burning the eyes of a hostage with a cigar until they scream and die, cutting the fingers off a hostage with blood bursts as the victim scream in pain.

• In lieu of taking a hostage the player can opt for a more violent scenario where a slow motion shootout occurs, accentuating the violence."

After a good few hours with the game, we actually can't argue with any of that. With enough patience you can play the entire game without killing anyone, but you're not penalised if you choose to do the opposite. It is an exceptionally violent game and certainly isn't for the kids. The good news is that it isn't an exceptionally good game - you're not missing much.

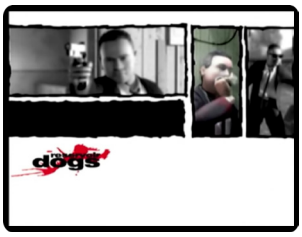
At any rate, games that exceed the MA15+ impact test of strong impact must be refused classification, essentially because there is no R18+ category for games. Currently, Australia and Singapore are the only western countries without an R18+ rating for video games. However, while the introduction of an R18+ rating for videogames would be good for the industry, consumers and make a far better warning light for parents who consistently ignore the tamer MA15+ rating, and R18+ won't guarantee highly violent games like *Reservoir Dogs* won't be refused classification. The *Reservoir Dogs* game has since been banned in New Zealand, a country that does have an R18+ category for games.

The RE ban comes shortly after *Marc Ecko's Getting Up: Contents Under Pressure*, another Atari game, was refused classification after a review of its MA15+ found the game might promote or incite crime. Australia is the only country that banned the game.

Atari has decided not to appeal the decision or resubmit an edited version of *Reservoir Dogs*.

Reservoir Dogs

5.0



Developer	Volatile Games
Publisher	Eidos Interactive
Release date	(eu) August 25, 2006
Genre	Third-person shooter
Mode	1 Player

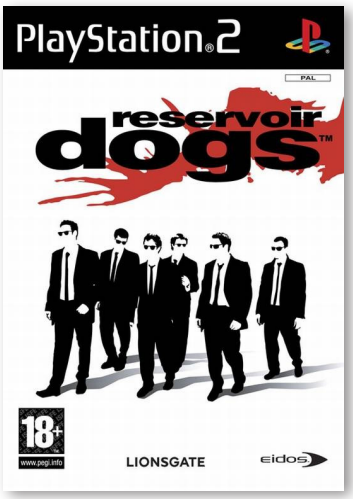
This game, based on the Quentin Tarantino movie Reservoir Dogs, fills in the gaps in the movie that are only briefly mentioned (like the robbery at the jewelry store). Throughout the story players get to play all seven main characters, from Mr. Blonde to Mr. White.

The missions are introduced by cutscenes, which often recreate moments from the film. For example, in the first mission Mr. Pink holding his famous monologue "I don't think we got set up, I know we got set up!" and then the players take control of Mr. Blue as the police arrives at the jewelry where the goal is to get out alive.

To do so, players have two choices: be a psychopath and shoot their way out, or try the subtle approach without harming anyone. For instance, if players do not want to harm anyone they can take a hostage and then threaten the police to lay their weapons down and order them to face the wall. There are a few missions in which one must drive a car but mostly players walk through them. Like in the Hitman series, the game shows at the end of every mission how well the players have done.

The game features the full and original soundtrack from the movie, the so-called K-Billy's Super Sounds of the Seventies.

The game has been refused classification in Germany and Australia, essentially banning the game from sale in both countries. The Australia Classification Board found it could not be accommodated at the MA 15+ classification, and as such, the game has been made unavailable for sale or hire, or be demonstrated in Australia. The New Zealand Office of Film and Literature Classification have dubbed the game "objectionable", meaning it is not only banned from sale, but that it is illegal to possess or import a copy. The Office found the game *"tends to promote and support the infliction of extreme violence and extreme cruelty...for the purpose of entertainment"*. For same reasons as Australia and New Zealand, the game has not officially released in Japan, the film of the same name remains available.

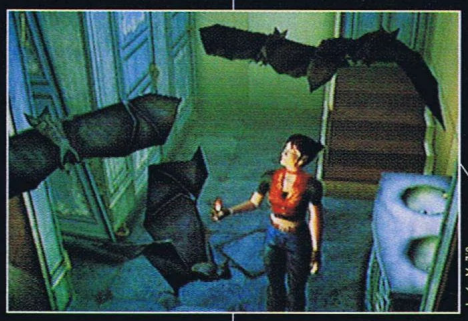


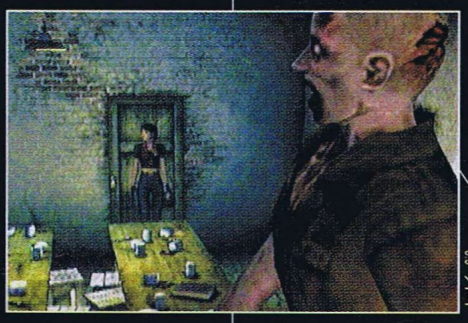
YOU MAY LAUGH IN THE FACE OF FEAR.
BUT IT'LL BE A NERVOUS, UNCONVINCING LITTLE LAUGH.

RESIDENT EVIL
CODE:Veronica

HKT-7801

ONLY ON SEGA DREAMCAST





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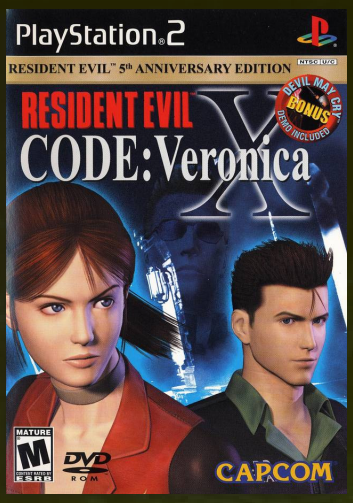
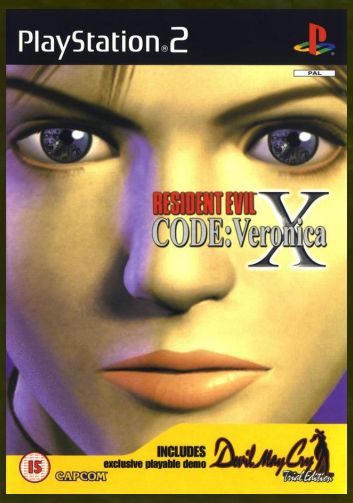
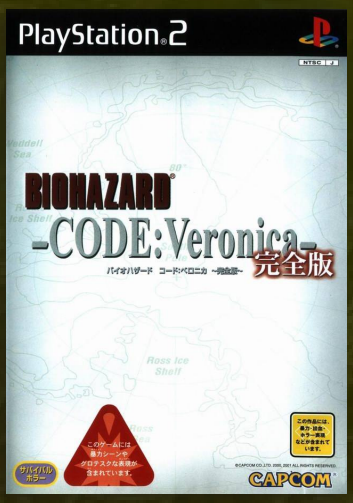






J N P

Resident Evil Code: Veronica X

Developer	Capcom
Publisher	Capcom
Release date	(jp) March 22, 2001
Genre	Survival horror
Mode	1 Player

Resident Evil – Code: Veronica is a survival horror released for the Dreamcast in 2000. It is the fourth major installment in the Resident Evil series and the first to debut outside a PlayStation platform.

The game is set three months after Claire's escape from Raccoon City. Prior to its eventual destruction, Claire Redfield raids an Umbrella Corporation facility in Paris in search of her brother Chris. Discovered by Umbrella's security forces and eventually captured, Claire is imprisoned on Rockfort Island – a prison complex owned by the corporation, situated in the Southern Ocean. Sometime after her imprisonment, Claire finds herself released by one of the prison staff and discovers that an outbreak of the T-Virus has occurred. In the resulting chaos, she finds herself teaming up with Steve Burnside, another inmate seeking to escape.

Code: Veronica features traditional survival horror gameplay found in most early Resident Evil games. This includes the series signature controls, interface, puzzles, as well as zombies and monsters to battle. Unlike previous games in the series which used pre-rendered backgrounds, Code: Veronica uses real-time 3D environments. Because of this, the camera is more dynamic than in previous games. The camera will follow, pan, and zoom as the player navigates their character through the environment, similar to Capcom's own Dino Crisis (1999). The story is told through cinematic CGI sequences and in-game cutscenes.

One half of Code: Veronica places the player in control of Claire Redfield while the other half is spent with her brother, Chris. Basic character actions include running, attacking, as well as pushing and climbing objects.

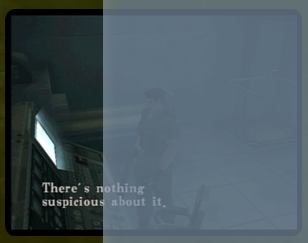
Items from Resident Evil 2, such as upgradeable handgun parts and "side packs" for larger item capacity are featured, as well as new weapons such as explosive crossbow bolts and Anti-B.O.W. rounds for the grenade launcher. A unique feature is the ability to dual wield pistols, letting the player target two enemies at once. Some less dynamic changes are the addition of continues and the ability to pick up and use herbs when one's inventory is full. Items the player collects can be viewed on the status screen. From here, they can be examined to find clues to solve puzzles, and some can also be equipped. Also available in the status screen is a map and file menu. All notes found in the game are saved in game's files and may be essential to solve puzzles. The player can only hold a limited number of items at a given time; other items must be stored in storage boxes located throughout the game.

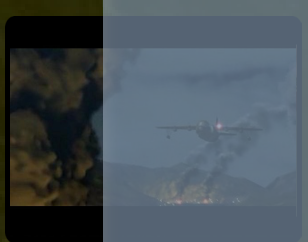
The player character may receive damage, which can be healed with restore items. Herbs, which restore character health, can be combined with other types of herbs to become more effective. Too much damage will result in a game over. At this point, the game must be continued from the last save point. A partner's death will also result in a game over. Some weapons are better suited for battling certain

enemies, some of which have weaknesses to elements like fire or acid.

After completing the main game, a Battle Game mini-game is unlocked in which the player is able to choose one of five characters (Claire, Chris, Steve, Wesker and an alternate version of Claire) and clear rooms of enemies until they reach a character specific boss. There is a hidden room in the Battle Game with a slot machine that gives players items and a journal or diary belonging to someone named D.I.J.. During the Battle Game mini-game each playable character has a bonus motion, for example, Chris can examine the tiger statue and Claire is affected when she just walks through a certain cold area.

With the success of Resident Evil 2 in 1998, Capcom began more Resident Evil projects across multiple consoles. Code: Veronica originated from an unsuccessful attempt to port Resident Evil 2 to the Sega Saturn. After producer Shinji Mikami and his team learned they would be unable to port the game without making a large sacrifice to quality, Mikami was asked by his leadership to create something else for Sega fans, and so development began on an original game. When Mikami asked for more time to develop the game, he was told it would need to have a better technical quality, making Sega's upcoming Dreamcast more appealing. Around the same time, a side-story game for the PlayStation starring Jill Valentine in the events leading up to Resident Evil 2 was being developed. This title was originally intended to be a spin-off with the Dreamcast title to be the true sequel. According to IGN, Sony bartered for limited exclusivity on the "Resident Evil 3" title, and thus the side-story was branded as Resident Evil 3 and the true sequel was labeled a spin-off and later titled Code: Veronica. This notion is conflicted by interviews at the time,





as producer Shinji Mikami and Flagship president Yoshiki Okamoto told journalists they wanted to keep the numbered chronology on the PlayStation systems, and give subtitles to Resident Evil games on all other systems. Regardless, the game content remained essentially unchanged.

Code: Veronica's story, setting, and artistic design strayed away from the series standard. While previous games are set in the United States and have a corresponding American feel to them, Code: Veronica is set in the Southern Ocean and Antarctica and carries a European gothic horror inspired design. This is made clear in the environments which feature gothic architecture and art in addition to central European carvings and German-style weaponry. In addition, the gothic feel is emphasized through the story. The horror in Code: Veronica is driven by this story which follows a crazed man and the fate of his noble bloodline. The story is told partly through a lullaby, and this method of storytelling is intended to bring out European operatic undertones. This con-

trasts to previous games in the series which were driven by the panic elements from American horror films, such as monsters and zombies. With regards to managing the art staff, Mikami split them up depending on their interests. Those interested in guns worked solely on gun designs while those interested in environments were sent to photograph houses and castles for research.

During in-game cutscenes, the polygon count is increased to nearly 2,500 polygons, especially on character faces. Capcom added detail to the zombie enemies unprecedented in the series, such as making their jaws move and eyes twitch. Claire was given a tougher appearance in Code: Veronica than in Resident Evil 2, the reason being her experiences in Resident Evil 2 built her toughness and confidence to handle any situation. This characterization is emphasized by her ability to dual wield sub-machine guns, and also by the opening cinematic which features her in a John Woo-inspired action scene. Mikami described Code: Veronica as 50-60% of his perfect vision for Resident Evil in February 2001, and he cited that future Resident Evil projects may make up the other half.

By the time Resident Evil 3 was released, development on Code: Veronica was nearing completion. Much of Code: Veronica's 70-person development staff was outsourced because Capcom resources had been tied up working on Resident Evil 3. Shinji Mikami and Yoshiki Okamoto's team at Flagship oversaw the game's scenario and direction, while XAX Entertainment assisted with environments and Nextech handled much of the technical development. Capcom Production Studio 4 still handled art direction and character design. By September 1999, Sega was sending some of its own developers to help add final touches to the game.

Sega assisted Capcom with the game's programming to help keep a good framerate.

Code: Veronica was confirmed to be in development as early as August 1998. Despite not being a numbered title, they still promoted it as the true sequel to Resident Evil 2. It was officially revealed on October 6, 1998 by Capcom R&D chief Yoshiki Okamoto. Capcom of Japan stated that they were hoping to sell the game to roughly one third of all Dreamcast users, which they estimated would total to around one million copies. In July 1999, Capcom of Japan announced their shipment expectations for the Japanese Dreamcast version were at 400,000 copies. Journalists

were skeptical if this was only the initial shipment, or evidence that Capcom overestimated sales of the Dreamcast, given their initial sales estimate was one million. Capcom initially planned to have Code: Veronica released around the same time as Resident Evil 3 and, more importantly, the Dreamcast launch in North America in late 1999. However, delays pushed the project back to early 2000. To make up for the game's absence, Capcom announced they would release a port of Resident Evil 2 for the Dreamcast that December. This release, called Biohazard 2: Value Plus, included a demo for Code: Veronica.

Code: Veronica was released in February 2000. Pre-ordered copies came with a unique numbered tag, special red packaging, and a unique title screen. Limited Dreamcast system bundles were also released to commemorate the game's release. The "Claire Version," limited to 1,800 copies, consisted of the Code: Veronica game, a pink system, pink controller, and a VMU. The other bundle, known as the "S.T.A.R.S. Version," has the items except the system is a dark transparent blue and features a "S.T.A.R.S." logo. This bundle was limited to 200 copies. Expecting high demand, Capcom set up a contest for fans to enter to win an opportunity to purchase the systems.

In November 2000, Capcom confirmed their intent to port CODE: Veronica to the PlayStation 2 as BIOHAZARD CODE:Veronica Complete, launching the official webpage the same day. The game's producer, Shinji Mikami, commented that Complete would include content that failed to be completed in time to make it into the original game. In February 2001, Capcom announced that a playable demo of their upcoming Devil May Cry game (which originated as one of the attempts at Resident Evil 4) would come bundled with CODE: Veronica X.

The additional content comprised of improved graphics along with an extra nine minutes of cutscenes sequences. An example of some of the new cutscenes included the scene where Claire encountered Wesker just outside the manor. Wesker's lines in the cutscene where he discovers Chris' presence on the island were altered slightly though the stage-actions remain the same.

Steve's hairstyle was altered to have a noticeable fringe, and no longer proudly shows his forehead. This change was made to all cutscenes that feature him, as well as to the family photograph he carries with him.

The introduction to Alexia's first battle was also changed considerably; whereas Wesker uses his superhuman abilities in an attempt to halt Alexia's advance in the X-version, in the original version, he is entirely powerless to stop her and does not use any of his powers. Further, he only notices Chris in the X-version; in the original, he simply runs out of the door.

The ending was also considerably changed. During and right after the Alexia fight, the presence of an elevator overlooking the bat-

tle area was cut out to allow room for the Wesker fight scene. This extended scene also introduced events such as Wesker taking Claire hostage and the fact that his men had captured Steve's body and were planning to experiment on it. The credits background and music was also remodelled.

The CODE:Veronica X version ported over to the GameCube had several differences from the PlayStation 2 release. The Gamecube port maintained the same pre-game teaser sequence as the Japanese-only Dreamcast version, while the title call was replaced with the then-current narrator Ward Sexton (as had been done with the Gamecube ports of 2 and 3). This also applied to other ports to the system such as the second and third title which were also ported to the system with a new title call voice-over.

Capcom later released a remastered high-definition version of CODE:Veronica X along with Resident Evil 4 for PlayStation 3 and Xbox 360.

Code: Veronica released to critical acclaim; many critics believed it to be the best entry in the Resident Evil series at the time, and a *"must-own"* for the Dreamcast. Derek Williams of AllGame called it the best game for the system along with Soul Calibur (1999). A critic from Game Revolution found it to be the best of all the horror games on the Dreamcast, towering the likes of The House of the Dead 2 (1999), Zombie Revenge (1999), and Carrier (2000).

The game's atmosphere and presentation received high praise. Critics at Edge called it *"the closest the series has got to emulating a Hollywood action feature"*. Most reviewers found the graphics as being some of the very best on the Dreamcast and being a testament to the power of its hardware. Along with this, critics pointed out Code: Veronica's use of real-time backgrounds and a dynamic camera as an improvement from the pre-rendered backgrounds of previous series entries. The CGI sequences were also praised, especially the opening cinematic. The use of music and sound was called *"top-notch"* and *"perfect"*. The story received positive reviews. Maura Sutton of Computer and Video Games praised the adult twist on the narrative. Some critics pointed out that despite improvements, the game is still a Resident Evil title at heart, and therefore inherited the good and bad qualities of previous games. The controls were a negative point of criticism between some reviews.

Reviews for the PlayStation 2 release of Code: Veronica X were mostly positive. Critics shared similar opinions to the Dreamcast reviews, but some complaints were drawn from it being a mostly unmodified port of an 18-month-old Dreamcast game. GameSpot's Joe Fielder pointed out that Sony's Extermination (2001) and Capcom's own Onimusha: Warlords (2001) had been released during this gap with better controls.

The GameCube version garnered average reviews, due to its unaltered, ported status.

The high definition remaster was released over a decade after the original and was welcomed with mediocre reviews. Critics commonly cited the game's archaic design and controls as making it less appealing compared with contemporary offerings. The remaster did find some positive reception from Game Informer's Tim Turi who found in enjoyment from playing what he called a *"challenging classic survival horror game"* and *"a harrowing but memorable trek through the series' heyday."*

Code: Veronica outsold Shenmue (1999) within its first week on shelves in February 2000. In total, the Dreamcast version sold almost 450,000 units in the United States and 1.14 million copies worldwide. The sales were weak compared to series predecessors, but strong compared to other Dreamcast games. The PlayStation 2 version of Code: Veronica X had sold 900,000 copies and earned $27 million in the United States by July 2006, outselling Resident Evil 4. It went on to sell 1.4 million copies worldwide. Next Generation ranked it as the 63rd highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in the United States. Combined console sales of Resident Evil franchise released in the 2000s reached 3 million units in the United States by July 2006.

The story in Code: Veronica has been adapted into other works. Resident Evil Survivor 2 – Code: Veronica (2002) for PlayStation 2 follows the story of Code: Veronica from a first-person view with light gun shooter style gameplay. Similarly, another light gun game, Resident Evil: The Darkside Chronicles (2009) was released for the Wii and features sequences set within Code: Veronica along with Resident Evil 2.

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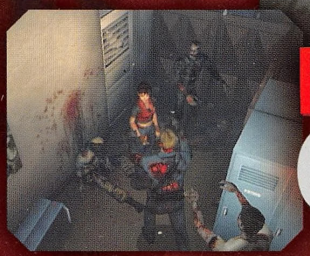

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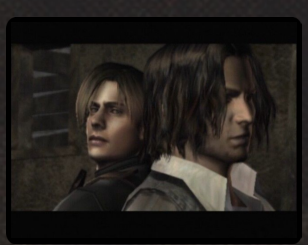

Developer	Capcom
Publisher	Capcom
Release date	(us) October 25, 2005
Genre	Survival horror, Third-person shooter
Mode	1 Player

Resident Evil 4 is a survival horror game developed and published by Capcom. The sixth major installment in the Resident Evil series, it was originally released for the GameCube in 2005.

The game's main protagonist is Leon S. Kennedy, one of the few survivors of the Raccoon City incident, who was recruited and trained by the US Government to become a special agent after they learned of his actions in Raccoon City. Now an agent for a special security agency, Leon is sent to Spain on a mission to rescue Ashley Graham, the President's daughter, who has been kidnapped by a mysterious cult organization.

Departing significantly from the series' previous games, the player controls the protagonist, Leon S. Kennedy, from a third-person perspective. The gameplay focuses on action and shootouts with fewer survival horror elements. The camera is placed behind Leon and zooms in for an over-the-shoulder view when aiming a weapon, or a first-person view when aiming with a sniper rifle. There is no crosshair for firearms, instead, every firearm has a laser sight. Unlike previous games where players can only shoot straight, up or down, players have more options. For example, shots to the feet can cause enemies to stumble, and shots to the arms can make them drop their weapons. Players can shoot down projectiles like thrown axes or scythes.

Resident Evil 4 adds context-sensitive controls. Based on the situation, players can interact with the environment: kicking down a ladder, jumping out of a window, dodging an attack or executing a "finishing move" on weakened enemies. There are also quick time events, in which the player must press buttons indicated on-screen to execute actions such as dodging a falling boulder or wrestling an enemy to stay alive. These are often incorporated into the game's many boss fights, in which the player must avoid instant-kill attacks.

The main enemies are violent villagers referred to as Los Ganados ("The Cattle" in Spanish). Los Ganados can dodge, wield melee and projectile weapons, and are capable of working

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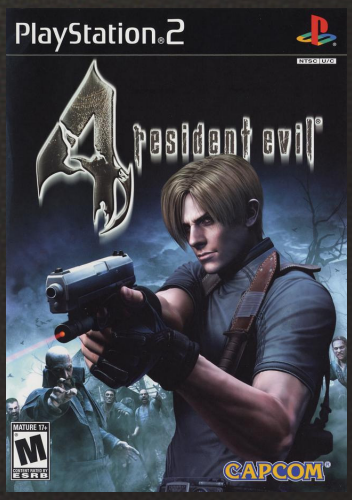
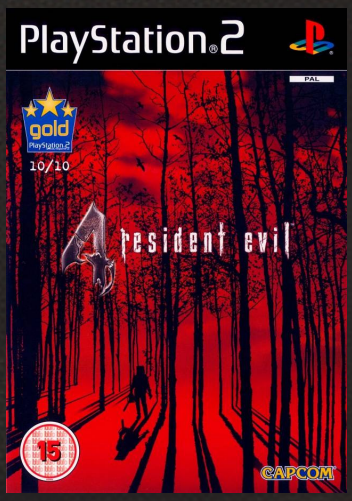




J N P

collectively and communicating with each other.

The inventory system features a grid system, represented by an attaché case, that has each item take up a certain number of spaces. The case can be upgraded several times, allowing for more space. Weapons, ammunition, and healing items are kept in the case, while key items and treasures are kept in a separate menu. Items may be bought from and sold to a merchant that appears in various locations. He sells first aid sprays, weapons, allows for weapons to be upgraded and buys various treasures that Leon finds. The various weapons each have their own advantages and disadvantages.

One key feature of Resident Evil 4 is Ashley, throughout most chapters in the game, Leon will be escorting Ashley through the map, the player can issue three commands to Ashley, either "wait", "follow" or "hide". The "hide" command can only be done within certain objects in the map. If Ashley is killed, the game will be over. The player can harm Ashley (which she will then be killed in one hit if a fatal weapon was used; eggs being one of the few exceptions) and she has a separate health bar than Leon. In some cases Ashley is needed in order to progress or open areas that Leon can't reach by himself and in other points of the story she will be taken away and the player will progress without her.

In terms of difficulty, Resident Evil 4 offers 3 or 4 difficulty modes, depending on the region and console. Overall the difficulties are: Amateur, Easy, Normal and Professional, with Amateur only being available on the Japanese version but not in the GameCube version. The biggest difference between difficulties is that on Amateur, Leon starts out with the Shotgun in his inventory and some parts of the game are unplayable which allows the player to skip them and move on to places they are not normally supposed to. On Professional, enemies do more damage and are more agressive, however, the dynamic difficulty is turned off in this mode. Dynamic difficulty automatically changes enemy's damage values, agressiveness and item spawns based on how the player is doing during their playtime. In some cases, the player is able to despawn enemies in later areas by tricking the system via taking deliberate hits.

Capcom added content for the PlayStation 2 version, which was later incorporated into the PC and Wii releases. The largest addition is "Separate Ways", a minigame which focuses on Ada Wong's involvement in Resident Evil 4 and her connection to the series' villain Albert Wesker. "Ada's Report", a five-part documentary, analyzes Ada's relationship with Wesker and his role in the plot. Other unlockable content in all versions includes the minigames "The Mercenaries" and "Assignment Ada" (using Ada to retrieve Las Plagas samples), new costumes for Leon and Ashley, new weapons, and a cutscene browser.

In 1999, producer Shinji Mikami said a Resident Evil sequel was in development for PlayStation 2. Resident Evil 4 underwent a lengthy development, during which at least four versions of the game were discarded. The first version was directed by Hideki Kamiya. Around the turn of the millennium, Resident Evil 2 writer Noboru Sugimura created a scenario for the game, based on Kamiya's idea to make a "cool" and "stylish" action game. The story was based on unraveling the mystery surrounding the body of protagonist Tony, an invincible man with skills and an intellect exceeding that of normal people, with his superhuman abilities explained with biotechnology. As Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle, he decided to drop the prerendered backgrounds from previous installments and instead opted for a dynamic camera system. This new direction required the team to make a trip to Europe, where they spent 11 days in the United Kingdom and Spain, photographing things like Gothic statues, bricks, and stone pavements for use in textures. Though the developers tried to make the "coolness" theme fit into the world of Resident Evil, Mikami felt it strayed too far from the series' survival horror roots and gradually convinced all of the staff members to make the game independent from it. Kamiya eventually rewrote the story to be set in a world full of demons and changed the hero's name to Dante. The cast of characters remained largely identical to that in Sugimura's scenario, although the hero's mother and his father, the latter an early version of the Umbrella Corporation founder Lord Ozwell E. Spencer, were written out of the story. The game's new title was revealed as Devil May Cry, released for the PlayStation 2 in August 2001, resulting in its own franchise.

Development on Resident Evil 4 started over at the end of 2001. The first announcement was made in November 2002, as one of five games exclusively developed for the GameCube by Capcom Production Studio 4. This revision, commonly dubbed the "fog version", was directed by Hiroshi Shibata and was 40 percent finished at that time. The game saw Leon S. Kennedy struggling to survive after having infiltrated the castle-like Umbrella's main headquarters located in Europe and featured traditional Resident Evil monsters such as zombies. During the course of the new story which was again written by Sugimura's scenario creation company Flagship, Leon became infected with the Progenitor Virus and possessed a hidden power in his left hand. The producer of the final version also pointed out that Ashley did not appear back then, though there was a different girl who was never revealed to the public. The game was to feature some first-person elements.

At E3 2003, another revision was revealed that is widely known as the "hook man version" now, though titled Maboroshi no Biohazard 4 (幻の「バイオハザード4」, lit. "The Phantom Biohazard 4") on the Biohazard 4 Secret DVD. During Mikami's introduction of the trailer, he assured that development was proceeding smoothly and claimed the game was scarier than ever before. The story was set in a haunted building where Leon contracted a bizarre disease and fought paranormal enemies, such as animated suits of armor, living dolls, and a ghostlike man armed with a large hook. The game had an otherworldly feel to it, containing elements like flashbacks and hallucinations that were marked by a bluish tint and a shaking camera. It also displayed various gameplay mechanics that carried over to the final release, like the over-the-shoulder camera

and a laser sight for aiming in battles and quick time events. Other features, such as dialogue choices, were removed later. Though ultimately scrapped, five minutes of gameplay footage for this version was released on the Biohazard 4 Secret DVD, a Japanese pre-order bonus given out in January 2005.

This screenshot of a cancelled version depicts Leon fighting the hook man. Though this earlier revision still used fixed camera angles while exploring environments, the battles already employed the over-the-shoulder view seen in the final build.

The Hallucination version had only a basic story concept, having dropped the previous scenario penned by Noboru Sugimura of Flagship. In 2012, Resident Evil 3: Nemesis scenario writer Yasuhisa Kawamura said he was responsible for this version, as he wanted to make Biohazard 4 scarier *"and suggested using a particular scene from the film Lost Souls, where the main character [...] suddenly finds herself in a derelict building with a killer on the loose. An arranged version of this idea eventually turned into Hook Man. The idea went through several iterations as Mr. Sugimura and I carefully refined this world (which, I have to say, was very romantic). Leon infiltrates the castle of Spencer seeking the truth, while inside a laboratory located deep within, a young girl wakes up. Accompanied by a B.O.W. [an abbreviation for "Bio Organic Weapon" in the series' lore] dog, the two start to make their way up the castle. Unfortunately, there were many obstacles that needed to be overcome and the cost of development was deemed too expensive."* Kawamura added he was very sorry and *"even ashamed"* that Mikami had to step in and scrap this version. After this attempt, the last cancelled revision featured classic zombies again. However, it was discontinued after few months, and before it was ever shown to the public, as the developers felt it was too formulaic.

The story of the Progenitor Virus was eventually covered in Resident Evil 5 and the Spencer Estate became the setting for Resident Evil 5 downloadable content (DLC) pack "Lost in Nightmares" (featuring Chris Redfield and Jill Valentine).

Following that, it was decided to reinvent the series. Mikami took over directorial duties from Shibata and began working on the version that was released. In an interview with Game Informer, Mikami explained his decision to shift to a new gameplay system is due to the feeling that the older system is *"more of the same"* after playing Resident Evil 0. He says that he only felt nervous once more when playing with the newer system. Speaking for the team, game producer Hiroyuki Kobayashi mentioned how the staff was *"tired of the same thing"* and how some got bored and moved on to other projects. In addition to that, the producer also felt that the older format was *"stuck in a cookie cutter mold"* and described it as *"shackles holding us down"*.

However, despite what Kobayashi said, not every single staff member was on the same page about changing the gameplay system. Kobayashi mentioned how some of the development team felt depressed and were hard to motivate after the focus shifted from horror to action. Although Mikami demanded the camera system to be completely revised, the staff members had reservations about making big changes to the series he had created. Eventually, he intervened, explained his proposed changes, and wrote a new story that, unlike previous installments, was not centered on the company Umbrella. Inspired by Onimusha 3: Demon Siege, a game Mikami

had enjoyed playing but felt could have been better with a different view, he decided to place the camera behind the playable character. To go along with the new gameplay and story, a new type of enemy called "Ganado" was created, as opposed to using the undead creatures from previous Resident Evil games. Furthermore, producers expended additional detail to modify and update characters that had previously appeared in the series. In a documentary explaining the conception of the characters, Kamiya stated he intended to make Leon Kennedy *"look tougher, but also cool"*.

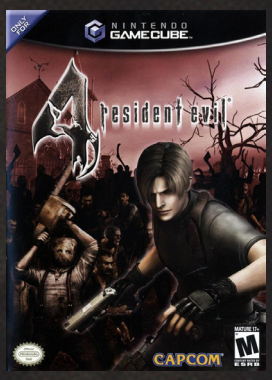
The English voice actors recorded their parts in four sessions, over three to four months. Capcom assigned Shinsaku Ohara as script translator and voice over coordinator. Carolyn Lawrence, who provided the voice for Ashley Graham, described her character as *"vulnerable, because Leon has to come to her rescue all the time"*. She also described Kennedy's character as *"more brawn, perhaps, than brain"*. In addition to the voice acting, the game's designer detailed each cinematic sequence so that each character's facial expressions matched the tone of their voice actor.

The GameCube version of Resident Evil 4 went through slight modifications in each regional release since the initial one. The North American version was the first and the original to be released, followed shortly by the Japanese version (titled Biohazard 4). These two versions are reportedly identical in most aspects (excluding localization), with the major differences being that animation involving decapitation were censored and removed from the Japanese version. This was presumably due to the fact that Biohazard 4 was the first game in the series (not including re-releases and ports) to be rated by the Computer Entertainment Rating Organization, which objected to the game's depictions of decapitations. When Leon is killed by a chainsaw-wielding Ganado, his face is rather unrealistically mutilated. In Japan, the Assignment: Ada minigame is titled Ada the Spy. In addition, the Japanese release of Biohazard 4 contains an "Easy" mode, while also lowering the amount of money and first aid spray which can be found throughout the game, it also features classic fixed (but dynamic) camera angles similar to CODE:Veronica in Ashley's game-play segment exclusively.

The PAL versions of the game went through several changes from the North American version. This includes more balanced gameplay, a new Easy mode and increased firepower in some guns. In addition, the listed firing speed for rifles has been changed to reflect their actual firing speed in the game more accurately.

In terms of violent content, all the PAL region versions are identical to the North American version. This is with exception to the German version of the game, which has the Assignment Ada and Mercenaries minigames left out. Since all PAL versions include multiple localization, the game sold in the Netherlands is identical to the UK version. Only the language of the manual is different in each country. The Swiss and Austrian version, however has all the original violence of the normal game and also includes the two mini-games that were removed

GameCube Releases



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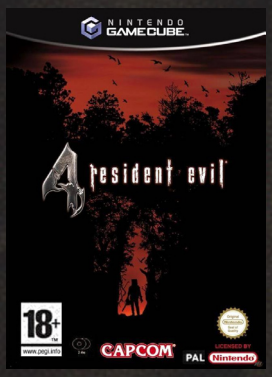

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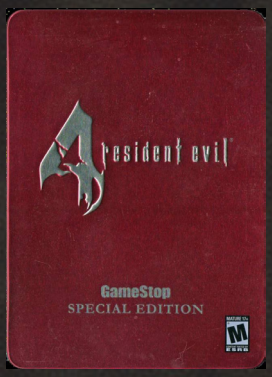

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GameStop Special Edition

(eu)
Limited Edition Pak

from the German version while shipping with a German booklet.

"Resident Evil 4 will definitely release only on GameCube, if it comes to another console, I will cut my head off."
— Shinji Mikami during 2002.

A PlayStation 2 port of Resident Evil 4 was released in America on October 25, 2005. Despite earlier rumors of a downgraded port due to the PlayStation 2's hardware limitations, impressions of the port based on a preview build have been generally favorable. Many critics stated that the PlayStation 2 version's graphics were very close to the GameCube's, despite a lower polygon count, which resulted in a loss of character and environment detail.

The port is missing many lighting effects, however, and water effects needed to be re-designed (ripple with transparency, but a flat surface with no reflections) as the PlayStation 2 hardware does not have the same capabilities as the GameCube. Some small things were left out of the PlayStation 2 version, for instance, the barrels that Leon breaks throughout the game are missing a circular rim on the top compared to the GameCube version. In an interview, Ganados polygon counts were compared to that of the GameCube version revealing how much polygon counts were sacrificed.

it can also be manually compared when extracting the models with proper methods or other methods such as the use of "unofficial" tools and emulators showing the differences in models when comparing the two version. Some character model physics were also downgraded or completely removed due to the sacrificial and downgrading of model quality such as Ada's hair, Leon's back hair, Ashley's hair and Skirt being no longer animated as they were in the original game release.

Additionally, almost all the GameCube's real-time cut scenes were converted into movie files in order to maintain a better quality. This results in the player's character appearing wearing their default costume, regardless of which accessories or outfits were actually chosen. Furthermore, voices and sound effects quality outside of the cut-scenes had been reduced due to disc space being quickly used and audio RAM constraints.

The gameplay balancing present in the PAL GameCube version applies to the PlayStation 2 version as well (though the North American release has no Easy option). A 16:9 mode was added in addition to the default letterboxed display; this effectively only zooms the game in and does not offer a larger field of view.

To compensate for the late release, Capcom added new content made specifically for the PlayStation 2 release and later the Wii and PC versions.

Separate Ways (The Another Order in Japan), a five chapter minigame which revolves around Ada Wong's involvement in Resident Evil 4, and her connection to Albert Wesker, a former member of the Raccoon City's S.T.A.R.S. division, who is now attempting to revive Umbrella. During the minigame, the player can use two exclusive weapons (a pump-action shotgun and a bowgun with explosive arrows).

Ada's Report, a five-part documentary, which analyzes Ada's relationship with a particular character and their role in the plot. One unlocks portions of the documentary as they progress through the Separate Ways minigame.

New costume set, which portrays Leon as a 1930s mobster, and puts Ashley in an indestructible suit of armor. If equipped while Leon is in his Mobster costume, the Chicago Typewriter turns into the 1928 model, with a drum magazine as opposed to the regular box magazine. Since the Chicago Typewriter has infinite ammo,

and thus no need to reload, hitting the reload button while in the mobster costume and aiming the Chicago Typewriter will result in a "taunt" from Leon, one in which he adjusts his hat, the other he throws the hat into the air, catching it while posing. In addition to the Mobster and Knight outfits Leon can be equipped with a Raccoon City police uniform with Ashley wearing a somewhat revealing pop-star outfit.

P.R.L. 412 (Plaga Removal Laser), a laser gun which can be used to instantly destroy enemies. Unlocked by beating the Professional difficulty setting.

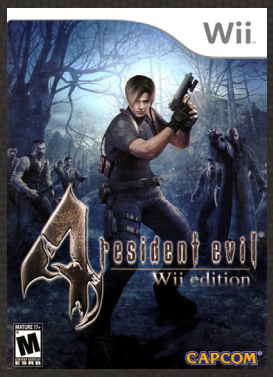
Movie Browser, a feature that allows the player to view cutscenes from the both Separate Ways and the main game. The feature is unlocked after a player beats the game.

Amateur mode, an easier difficulty setting which is exclusive to the Japanese and Spanish versions.

A PC port of Resident Evil 4 was developed by SourceNext and published by Ubisoft. This port was based on the PS2 Version and was released in the United States on May 15, 2007 and Europe on March 2, 2007. Capcom also released a PC port of the game in Japan and Taiwan. The port contains the bonus features from the PlayStation 2 version.

The port was less than well received, despite this, as it features numerous flaws (such as requiring a trainer hacks to use the mouse to aim). Although being able to run at a higher resolution than the console versions, the PC game is notable for having the worst graphics of all the ports, with the lighting being almost completely absent on the first release version. This was remedied in a patch (1.10) though, which makes the game look similar to the actual PS2 version. other flaws include the low resolution textures, the usage of the pre-rendered cutscenes since it is based on the PS2 port, and the laser being blocky when compared to PS2/Gamecube.

Wii Releases



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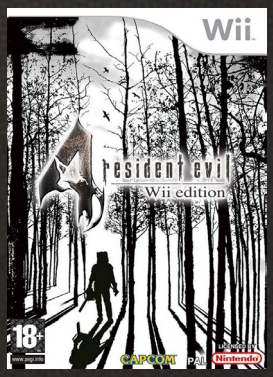
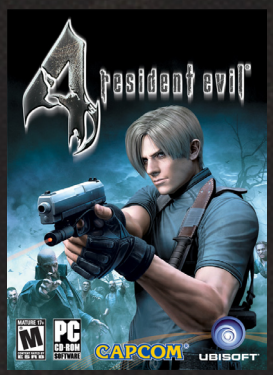


PC Releases



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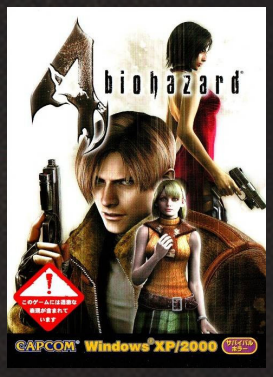


(jp)

It also had one of the most active modding communities in the series, with custom models, skins, etc. available for download.

Resident Evil 4: Wii Edition was released in North America on June 19, 2007, and in Europe on June 29, 2007. It features the bonus content from the PS2 version and has many alterations compared to previous ports, taking Wiimote aiming into account: the shooting mechanism uses a much larger reticule that turns from green to red when an enemy is targeted as opposed to a very narrow laser sight, a "quick knife" command is added that auto-targets the nearest enemy or object, and motion sensitive quick time event prompts are included as well as button presses. In The Mercenaries Leon and Ada can change outfits by by pressing 1 or 2 buttons while selecting them, also Ada has her knife from Separate Ways in "The Mercenaries", unlike in other versions.

Visually the game is on par with the original GameCube version, as opposed to the somewhat inferior graphics of the PlayStation 2 version, although in very few instances the inferior PS2 graphics are mistakenly retained, such as herbs having lower detail models in some places. The P.R.L. 412 was significantly upgraded and now shoots several beams instead of just one. The Wii version also supports the Wii's Classic Controller, which reverts aiming and the laser sight back to the original format. The only other noticeable differences are that the game seems significantly easier, and that all of Leon's actions appear to move slightly faster (the most noticeable being the knife aim animation; holding C will equip the knife, aiming is done with the control stick. Leon noticeably aims the knife significantly faster than in all previous versions).

Resident Evil 4: Mobile Edition was released in Japan for au's BREW 4.0 on February 1, 2008. Differences from the original include changing the flow of the story from being continuous to being divided into sections such as "Village", "Ravene", "Fortress" and "Subterranean Tunnel". There is also a more challenging Mercenary Mode. The game uses the MascotCapsule eruption engine and was adapted to the Zeebo and iOS platforms. On July 13, 2009, without any formal announcement, Resident Evil 4: Mobile Edition was released by Capcom for the iOS platform via the App Store in Japan, but was quickly removed, though some players were able to purchase and download it. The game has since been released in Japan and North America. Later, Capcom made an update that had different difficulty levels and high scores. Recently, Capcom released a new separate version called Resident Evil 4 for Beginners, which offers the first two levels (three counting a training level) of both Story Mode and Mercenary Mode. However, the rest of the levels are available for purchase in-game as downloadable content. Due to the release of the iPad, Capcom recreated the iPhone version of Resident Evil 4: Mobile Edition and updated it to HD graphics as Resident Evil 4: iPad Edition.

Capcom released a remastered high-definition version along with Code: Veronica for PlayStation 3 and Xbox 360. A disc version was released only in Japan on September 8, 2011, called Biohazard Revival Selection. In Europe and North America, the game was released on PlayStation Network and Xbox Live on September 20, 2011 as Resident Evil 4 HD, this port is directly based off the Wii port, having all the new features that the Wii added. However, it should be noted that the cutscenes of the Separate Ways scenario are not in HD and have had their resolution lowered and placed in sepia format. Aside from the updated HUD, the Movie Browser is fixed to now display real time cut-scenes instead of the PS2 pre-rendered cut-scene, like it was the Wii version. The Mercenaries costumes cheat remain and fully work.

Android Version

Zeebo Version

On February 27, 2014, Capcom released Resident Evil 4 Ultimate HD Edition for Microsoft Windows. The port features improved graphics and many other enhancements that were included in Resident Evil 4 HD.

During the 20th Anniversary of the series, Capcom announced that Resident Evil 4, Resident Evil 5 and Resident Evil 6 would be released on the PS4 and Xbox One. The game runs in a stable 60fps and includes all previous bonus materials included in the later versions of the game, including awards. The port is based on the HD version of the game released on the PS3 and Xbox 360, though the Separate Ways cutscenes in this version are also not in high definition.

In April 2013, Resident Evil 4 was released on Android, but outside of Japan, it is exclusive to Samsung through Samsung Galaxy Apps.

Capcom announced in October 2018 that Resident Evil 4 would be published for the Nintendo Switch sometime in 2019, along with releases of Resident Evil and Resident Evil Zero.

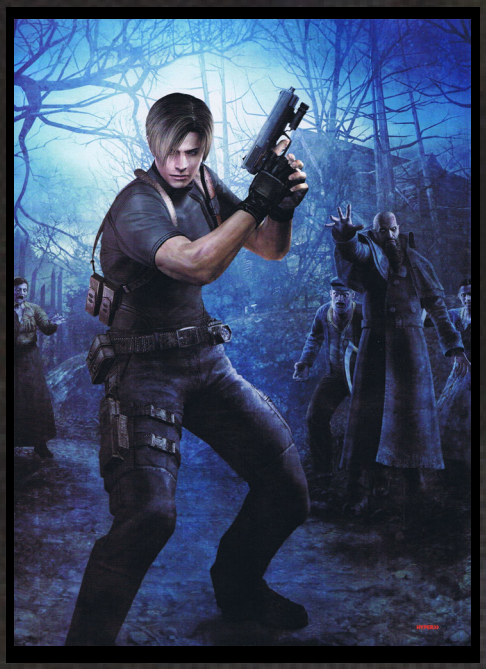
Game developer NubyTech made a special chainsaw controller. This controller is a reference to the chainsaw-wielding Ganado, Dr. Salvador. The GameCube version is yellow, while the PlayStation 2 version is orange. The controller is detailed in appearance, featuring blood-stains and a bloody image of Leon. However, due to its less-than-ideal layout and cost, it is seen more as a collector's item rather than an enhancement to the gameplay.

The GameCube and PlayStation 2 versions of Resident Evil 4 have a score of 96/100 on Metacritic, indicating "universal acclaim". In addition to the gameplay, the characters and story generally received positive commentary, leading to the finished product being deemed by most as one of the best video games ever made. GameSpot's Greg Kasavin praised the voice acting, but claimed that it was betrayed by *"some uncharacteristically goofy dialogue"*. Yahoo! Games' Adam Pavlacka and GameSpot's Kevin VanOrd acclaimed Capcom for adding great amounts of detail to the characters. IGN's Matt Casamassina went into further detail in his review for Resident Evil 4, praising not only the detailed character design but also the fight choreography and three-dimensional modeling within cinematic sequences. Casamassina also complimented the voice actors, especially Paul Mercier (Leon), commenting, *"For once, the characters are believable because Capcom has hired competent actors to supply their voices. Leon in particular is very well produced"*. IGN and Nintendo Power specifically recognized Resident Evil 4's character design and voice acting. The increased variety of weapons has been praised by gaming publications such as GamePro and Game Over Online. G4 TV show X-Play gave it a 5 out of 5, for introducing a new style of gameplay for the series as well as incorporating moments where the player would have to interact with the cut scenes. Not long after, it was awarded as the best game ever reviewed on the show. The makers of Resident Evil 4 worked on various innovations associated with the use and inventory of weapons. Game Over stated that players can use the vast array of weapons to *"go for headshots now"*. Game Informer stated that ammunition is more plentiful in Resident Evil 4 than in other games in the series, making it more action-oriented.

The ratings of the PC port were not as high as for the other versions. It was heavily criticized for no mouse support and frustrating keyboard controls, low-quality FMV cut scenes, choppy graphics rendering (lacks shadows and proper lighting) and requiring a gamepad controller for more precise aiming and gameplay. Despite the problems, the game received generally positive reviews from IGN and GameSpot that praised the gameplay. Japanese game magazine Famitsu reviewed the Wii version, with two editors giving it a perfect 10 score, and the remaining pair giving it a 9, resulting in a score of 38 out of 40. The reviewers felt that the new controls offer something fresh. Multiple reviewers agreed that even those who own the original will find something fun and enjoyable in this version. British magazine NGamer gave the Wii Edition a score of 96%, slightly lower than the 97% given to the GameCube version. They praised the visuals, controls, and features and commented on the fact that such an *"exceptional package"* was on sale for a low price; however, when writing about the Wii controls, they said, *"if you've played the GC version this won't be as special"*. Official Nintendo Magazine gave the Wii version 94%, 3% less than the original due to it simply not having the same impact it did back then. IGN praised the Wii version, stating it is the superior edition, but does not push the Wii like it did with GameCube and PS2. GameSpot praised the new controls of the Wii Edition but commented on the lack of exclusive Wii features. Hyper's Jonti Davies commended Resident Evil 4: Wii Edition for its *"visual improvements"* but criticized it for having *"no new content"*. The PS3 version of Resident Evil 4 HD received a score of 9.0 from Destructoid, which called it *"a hallmark of excellence"*. In their October 2013 issue, Edge retroactively awarded it ten out of ten, one of twenty-three games to achieve a perfect score in the magazine's twenty-year history.

Resident Evil 4 was named Game of the Year at the 2005 Spike Video Game Awards and by Nintendo Power and Game Informer. It tied with Kingdom Hearts II as Famitsu's Game of the Year 2005. Nintendo Power acknowledged the voice acting in its 2005 Nintendo Power Awards, while IGN gave the game the "Best Artistic Design" award in its "Best of 2005" segment. The International Game Developers Association nominated Resident Evil 4 for their best "Visual Arts" award, but lost the award to Sony's Shadow of the Colossus.

Resident Evil 4 is often considered one of the best video games of all time. Nintendo Power ranked it as number one top best GameCube games of all time in 2005 and also ranked it second on their list of the best games of the 2000s in 2010. In 2008, Resident Evil 4 was also ranked first place in the list of the best video games of all time according to the readers of IGN. In 2009, Game Informer ranked Resident Evil 4 number one on their list of top GameCube games and number three on their list of top PlayStation 2 games. GamePro ranked it as the second best game for the PS2. In 2010, the readers of PlayStation Official Magazine voted it the 10th greatest PlayStation game. In 2007, Edge ranked the game at second place in its list of top games of all time, behind only The Legend of Zelda: Ocarina of Time. That same year, G4 named it the 21st top video game of all time, calling it *"a modern horror masterpiece."* In early 2006, in their 200th issue, Nintendo Power ranked it in second place in their Top 200 Games of all-time list, only behind The Legend of Zelda: Ocarina of Time.



The GameCube version sold over 320,000 copies in North America during the first twenty days. The European release sold its entire 200,000 copies during the first month. By January 2006, over 3,000,000 copies of the GameCube and PlayStation 2 versions had been shipped worldwide. According to January 17, 2007 sales figures provided by Capcom, the GameCube version of Resident Evil 4 has sold a total of 1.6 million copies worldwide, while the PS2 version has sold over 2 million copies. As of September 30, 2011, the PS2 version has sold 2.2 million copies and the Wii Edition has sold 1.9 million copies. According to Capcom's Platinum Titles list, Resident Evil 4 has sold 5.9 million copies across all formats, making it the fourth-bestselling Resident Evil game; it holds the record for "Best-Selling Survival Horror Game" in the 2012 Guinness World Records Gamer's Edition. The PlayStation 4 and the Xbox One sold an additional 1.4 million copies, then all versions of the game sold 7.3 million copies.

Resident Evil 4 is regarded as one of the most influential games of the 2000s decade, due to its influence in redefining the third-person shooter genre by introducing a *"reliance on offset camera angles that fail to obscure the action"*. The new gameplay alterations and immersive style appealed to many not previously familiar with the series. The over-the-shoulder viewpoint introduced in Resident Evil 4 has later become standard in third-person shooters, including games ranging from Gears of War to Batman: Arkham Asylum. It has also become a standard "precision aim" feature for action games in general, with examples ranging from Dead Space and Grand Theft Auto to the Ratchet & Clank Future series and Fallout.

Resident Evil 4 redefined the survival horror genre by emphasizing reflexes and precision aiming, thus broadening the gameplay of the series with elements from the wider action game genre. However, this also led some reviewers to suggest that the Resident Evil series had abandoned the survival horror genre, by demolishing the genre conventions that it had established. Other major survival horror series followed suit, by developing their combat systems to feature more action, such as Silent Hill Homecoming and the 2008 version of Alone in the Dark. These changes represent an overall trend among console games shifting towards visceral action gameplay. While working on The Last of Us, Naughty Dog took cues from Resident Evil 4, particularly the tension and action.

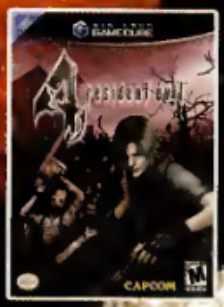
FORGET WHAT YOU THINK YOU KNOW

Resident Evil reinvents itself as the series moves in a terrifying new direction. U.S. agent Leon Kennedy has been tasked to look into the abduction of the President's daughter and his investigation has led him to a mysterious location in Europe. As Leon encounters unimaginable horrors, he must find out what is behind the terror.

resident evil 4

EVIL HAS EVOLVED

- Fast paced, edge of your seat action.
- Fantastic 3D graphics and effects – never has Resident Evil looked so good…or so terrifying.
- New behind the back camera view allows for intuitive movement.
- Cunning enemies use their abilities to team up and attack the player en mass.
- Commandeer vehicles… but don't expect a safe ride.



MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence

OFFICIAL GUIDE AVAILABLE FROM BRADYGAMES

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NINTENDO GAMECUBE

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EVIL UNLEASHED

by: Adrian Lawton@PlayStation 2 Official Magazine (AU) 2003 April #13

The long-suffering inhabitants of Raccoon City are up to their necks in trouble again. As the T-Virus prepares to infect Cyberspace, OPS2 catches up with the twisted minds behind Resident Evil Online.

Sitting in Las Vegas, we (*OPS2*) have come halfway around the world but hell, we don't care - we'd go anywhere and do (almost) anything for the latest info on *Resident Evil Online*, the game that's promising to make PS2's Network Adaptor an essential purchase. Very little's got us this excited since the first *Resident Evil* exploded onto our screens in 1996, and we're utterly focused on absorbing every last morsel of information that we can squeeze from Capcom's well-oiled PR machine.

An all-new rolling demo is debuted and our initial disappointment at the lack of playable code is soon tempered by the glorious and macabre display being played out in front of us. Set once more in Raccoon City - the mid-Western American town at the epicentre of the deadly T-Virus outbreak - things appear to be pretty similar to the previous *Resis*. But this is so much more. It's cutting edge co-operative multiplayer gaming, a brave departure from the format of old, and a potentially revolutionary step for the world in online games in general. In fact, a Single-player mode isn't currently confirmed at all, such is Capcom's faith in the game.

Capcom PR representatives and the game's Producer, Yoshihiro Sudo, divulges a barrage of facts. The cast consist of eight playable characters though each online game consist of four players. Rather than elite STARTS Police Officers, they're a rag-tag assortment of regular citizens, battling to survive the mayhem unleashed by the sinister Umbrella Corporation.

Each has a unique ability - ie, puzzle-solving skills, lock-picking or plain and simple brawn - and the best way to survive is to learn to work together. We're informed that the numerous NPC's you'll meet will each have their own personality and react differently to situations. They might cower in fear as you approach, help you out with puzzles - even mutate into God-knows-what right in front of you. Communication between player won't be based on free-for-all-chatting; it'll be facilitated through a system of set phrases appropriate to the character you're playing. Quizzed as to why he's taken this approach, Sudo states simply that he wants the experience to be focused on the gameplay, rather than idle chit chat. It's a fair enough point.

NIGHT OF THE HUNTERS

Gameplay is split into chapters, though exactly how many is still to be decided. When pressed on this troubling issue of longevity, Sudo reveals that he intends additional downloadable content to be made available at a later date, but he won't be drawn on the detail. The action takes place across the whole Raccoon City and includes some familiar areas, though we're assured there will be many others that are completely new, such as a hospital, underground tunnels, subway station and a forest. Each will be inhabited by the usual assortment of ungodly creations, and many old favourites (such as the Hunters) make a return, plus a plentiful supply of new enemies. Sudo is again hesitant to divulge too much detail, but we're tantalisingly told to expect to encounter gigantic mutant bugs as we walk the ruined streets. Each chapter is a story in it's own right, with a distinct beginning and end, and while there's a goal to complete in each area, how exactly you achieve this

will be largely up to you and your team to work out.

Adrenaline levels are kept pumped high not only by the eerie surrounding and gruesome foes, but also by the fact if you're out for the duration. There's no Quake-style respawning - you're transformed into a mindless, flesh-hungry zombie and forced to watch your team-mates struggle on without you. Only the foolhardy would charge headlong into a room full of enemies unprepared. And it's not just yourself you've got to think about - cock it up and you'll let the whole team down. Hence, conserving ammo becomes even more important than ever. Sharing between players is possible, but who's going to want to give away their supplies to a trigger-happy fool?

TOGETHER, ALONE

Players will also find themselves starting games in entirely different locations. Alone, isolated and low on ammo, you'll have to work your way to a specific meeting point. You'll be forced to utilise objects found lying around, such as pieces of piping or broom handles to use as makeshift weapons. And what happens if someone doesn't turn up when they're supposed to? Do you send out a search party? Stay put and wait? Or simply leave them to their fate? It's entirely possible to betray your team-mates in this way, but whatever you decide to do, you'll have to live with the consequences.

Resident Evil Online looks set to have some fascinating gameplay opportunities. Which skills are most useful? Who's likely to endanger the team through their recklessness? Can you really rely on anyone at all? The paranoia begins to creep in just thinking about it. Rather than detract from the suspense created by the isolation of previous *Resi* games, the fear may well be intensified as a result of the group dynamic. You're relying on each other, which means you're not totally in control. As Sudo himself puts it; "On the internet, you may be playing with friends, you may not. They could well be strangers, and they may have ulterior motives. That in itself is a scary prospect." Absolutely, mate.

We've come to expect gut-wrenching thrills from *Resident Evil*, but this could deliver so much more. If nothing else, it'll be fascinating insight into human nature. An Aussie release date is still to be confirmed, but we're expecting an announcement at E3. Roll on May.

LAMBS TO THE SLAUGHTER

Kevin A regular Racoon City Police Officer. He aspires to be a member of STARS but keeps failing the entrance exam.

Mark A Vietnam veteran who now works as a security guard. He's the kind of tough guy you'd want around in difficult times.

George A Doctor of medicine, who has a reputation for being the best there is.

David A plumber and a man of very few words.

Yoko An enigmatic young Japanese woman, who is harbouring many secrets...

Jim A railway worker who spends much of his spare time soving puzzles in books.

Cindy A young woman who works as a waitress. She's known for her cheery disposition.

Alyssa A typical reporter. Opinionated and always looking for an argument.

DESIGNER GORETURE

BY CAPCOM

"Quite simply you haven't seen a Resident Evil game look this good before." PSW Magazine

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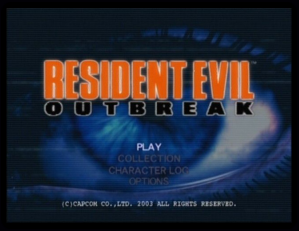
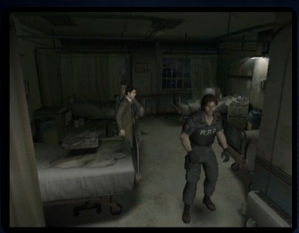
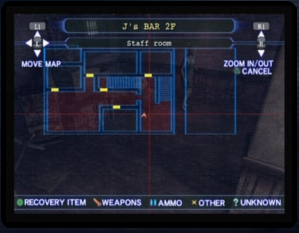
Resident Evil Outbreak

7.1





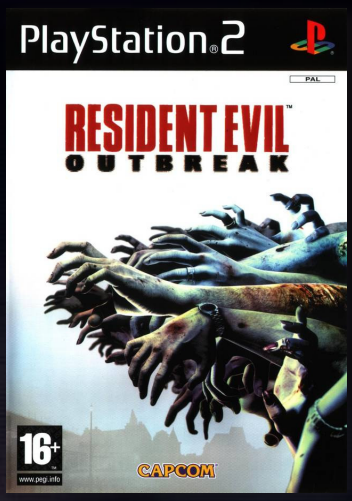


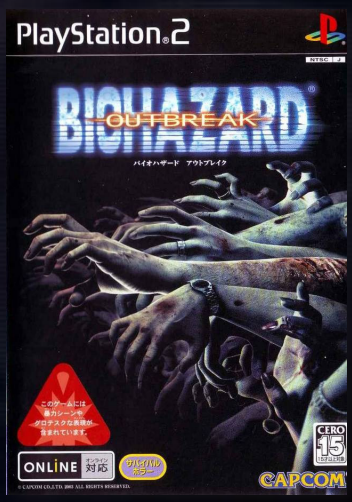
Developer	Capcom
Publisher	Capcom
Release date	(jp) December 11, 2003
Genre	Survival horror
Mode	1 Player

Resident Evil Outbreak, released in Japan as Biohazard Outbreak (バイオハザード アウトブレイク Baiohazādo Autobureiku), is a survival horror video game with online playability for the PlayStation 2. Initially released in 2003, it was developed by Capcom Production Studio 1 and was the first entry in the Resident Evil video game series to feature cooperative gameplay and online multiplayer support, although online support was not available for the PAL versions of the game.

The beginning of Outbreak is set a couple of days after the initial outbreak of the T-virus in Raccoon City, moments before the crisis further escalates into complete chaos. The game starts with the eight characters in J's Bar, who are unaware of what is happening until a lone zombie wanders into the bar and attacks one of the employees. After that, the characters must make it through the city. The player controls one of eight characters, in order: Kevin Ryman, Mark Wilkins, Jim Chapman, George Hamilton, David King, Alyssa Ashcroft, Yoko Suzuki, and Cindy Lennox, along with numerous supporting characters who can be selected in their place. Gameplay events transpire across various regions of Raccoon City and span over a period of several days.

There are five individual scenarios in this game, which are not set in chronological order. The first, "Outbreak", takes place at the beginning of the outbreak, as the police prepare to destroy the zombie horde using explosives. "Below Freezing Point" deals with the events in the former underground laboratory of Umbrella before the events of Resident Evil 2, where a rogue virologist, Monica, attempts to steal bio-weapons research and deal with her former co-worker, Yoko Suzuki. "The Hive" involves the survivors taking refuge in the Raccoon General Hospital, which is also featured in Resident Evil 3: Nemesis, while it is under assault from a colony of infected leeches. "Hellfire", set the same day as "Outbreak", involves a group of survivors fleeing into the Apple Inn hotel that turns out to be on fire and swarming with lickers. The final scenario, "Decisions, Decisions", regards the survivors' search for a cure to the G-virus, which sends them to Raccoon City





J N P

University, where the eight different characters must wisely choose a decision to survive the puzzling secrets hidden in the university; they must then escape the city before it is destroyed.

Outbreak has a total of 40 ending cutscenes, with all eight characters having four endings each based on how the final level was played.

The controls and gameplay are similar to the Resident Evil remake, which was exclusive to the Gamecube, with quite a few adjustments. The player chooses a scenario, difficulty level, and a character. The difficulty level is tied to what enemies and items the player encounters as they progress through the scenario. The game has five scenarios, each of which has an event checklist consisting of special actions that the player must perform to reach 100% completion. Upon doing so the player will unlock "Infinity Mode", in which all the player's weapons never break or run out of ammunition.

Each scenario also has "SP" items. These are invisible items hidden throughout the level and are randomly generated on two paths. There are 20 scenario items for each scenario, and twenty items specific to each character hidden across the five scenarios. If acquired, these items unlock new costumes and the option to listen to their ad-libs.

Players were able to connect to the internet servers using a broadband connection and a network adapter. Account registration and login were required. Once players connected and logged in, they would choose between Free Mode and Scenario Mode. Free Mode took place in a lobby and allowed players to create their own games, scenarios, and difficulty level. Scenario Mode would choose the scenario and players automatically. When a player first started online, they would begin on the "Outbreak" scenario and progress from there. If the player wished to stop playing, they could save their data and restart from the scenario they were up to at the time. If the player had beaten a scenario, they acquired a star next to their name.

Capcom shut down the American servers for Outbreak on December 31, 2007, and the Japanese servers on June 30, 2011, ending official online capabilities. In 2014, private servers became available to Japanese editions of Resident Evil Outbreak.

According to an interview with producer Noritaka Funamizu, the first concept of Biohazard Outbreak, as it was known originally, was known before the release of Resident Evil 2 in 1998. With growing interest in the concept of network gaming over consoles, Shinji Mikami, the director of the

first Resident Evil, suggested to Funamizu that he should have a try. Early on in the design, Funamizu made a small multi-player mini-game in which the player must survive the longest time possible; the team decided to remove it due to its failure to encourage teamwork—players would instinctively run away from the horde and be slaughtered rather than help one another to ensure their own survival. They decided that what made Resident Evil scary was its lack of multiplayer, forcing gamers to play "on their own". The team then chose that the game would follow its own story like the other games in the series, but keep the option for multiplayer. The game development was later put on hold.

Prior to 2002, Capcom decided to revive development of the game, based on the research gathered from the first attempt. Production Studio 1 began its development of the game, as opposed to Mikami's Studio 4. In February 2002, a Sony press conference regarding the PlayStation 2 revealed the game—previously unheard-of by the public, it had a working title of Biohazard Online. This led to confusion amongst the audience before Capcom released a statement confirming its existence. Resident Evil Outbreak was a part of an initiative from Capcom's Production Studio 1 to develop three network focused games on the PlayStation 2. The other games were Auto Modellista and Monster Hunter. Capcom's goal was to have at least one of the games reach a million sales. Both Monster Hunter and Resident Evil Outbreak eventually reached this goal.

The game made an appearance at Sony's conference on May 21 at E3 2002, with a video showcasing real-time 3D backgrounds (as opposed to pre-rendered); revealing four of the characters and demonstrating the ad-lib system and

Early Development Screenshots

The initial logo of "Resident Evil Online

character communication. The "ad-lib system" was chosen over conventional microphone chat because the development team argued that it would ruin the atmosphere. Instead, limited chat options were used for conversation between users; a player would walk up to another and deliver a line from a particular conversational category (e.g. "help" and "go" categories). No solid release date was given at that time.

Later that year the game was renamed Biohazard Network. By October, eighteen different scenarios were in development, with even more in the concept phase. In November, Capcom released various pieces of media, showing eight playable characters and familiar-scenarios such as "Flashback". The occupations of the characters were also given.

In January 2003, further information was provided, mostly regarding interactive NPCs (non-player characters). Capcom boasted such actions as enemy NPCs who would attack the player and other ones that would run away when approached. Screenshots of "Flashback", "Underbelly", "The Hive" and other scenarios were released.

By May 2003, the game's title had been changed. This time, it had been changed to Biohazard Outbreak (Resident Evil Outbreak outside Japan), and the number of scenarios was reduced to the five scenarios. Another five scenarios did not make the initial cut, although they were complete enough to be featured in the E3 2002 trailer, and were developed into the sequel Resident Evil Outbreak File #2. In September, doubts were raised as to Outbreak's online game-play in Europe, but Capcom was adamant that it would at least try to find a way to solve the problem in time for release.

The European release was heavily delayed, finally released in September 2004—nine months after Japan and the United States saw its release. Back in March Capcom had given in on securing Outbreak's network due to the numerous problems faced with establishing a network in a region simultaneously for dozens of languages, and securing service providers; as well as the usual PAL/NTSC differential.

Outbreak' received a "C+" from 1UP in their review. The staff referred to it as *"another typical entry in the RE canon"*, and as a *"competent game"* with *"controls [that] are actually functional and somewhat intuitive"*. However, they cited a number of problems with the game, notably Capcom's choice of not installing voice chat in favor of the ad-lib system. They found the game's five scenarios to be short, and AI partners to be *"chock-full of repetitive and annoying sound bytes"*.

Eurogamer was disappointed with Capcom's failure to establish online support for the European market at a time when the PlayStation 2's online community was threatened with the expected rise in the Xbox's popularity with the upcoming release of Halo 2, stating that an Outbreak was *"designed from the ground up to be a co-operative multiplayer game for four players"* and questioning if a network-less game would be of interest to players. Another problem was with the real-time "START" menu, which meant that file-reading and item-trading would make the player vulnerable to a random zombie attack, making the game *"[feel] light in the story department"* as a consequence of not becoming immersed in the environment. Long load times for the PAL version was also noted in the review.

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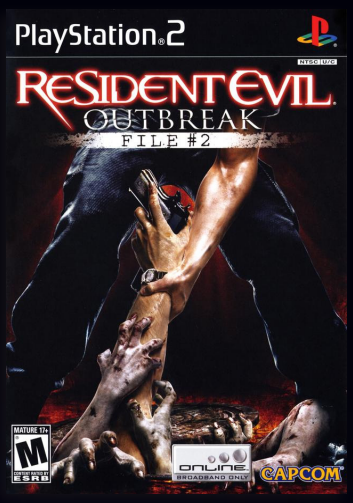
5.2



JNP

Resident Evil Outbreak File #2

Developer	Capcom
Publisher	Capcom
Release date	(jp) September 9, 2004
Genre	Survival horror
Mode	1 (-4) Player(s)

Resident Evil Outbreak File #2 is a sequel and expansion on Resident Evil Outbreak, which was originally envisioned as a much larger game before being cut into multiple releases, containing levels which failed to be completed in time for the original game's release.

The same eight characters from the first title return with similar abilities, and the game once again takes place in a zombie-inhabited Raccoon City. Five new scenarios are available, the first four being playable from the beginning. In pre-ordered editions in Japan, the game was packaged with a demo of Devil May Cry 3.

File #2 includes several improvements from the first Outbreak. Loading times are now much shorter, with the average DVD loading screen counting in at seven seconds. HDD loading is now about 1–3 seconds. There is no longer a brief "pause" when the inventory or map is opened (although there may be a pause whenever a character equips a weapon), players can now walk and shoot at the same time, a new item was given to each of the original characters, including magazines for their weapons (Kevin and Mark), a new defensive weapon (Alyssa), a team-aid item (George, Cindy), a lighter that has "J's Bar" engraved on it (David), and stat-boosting items (Jim, Yoko).

Communication is roughly the same, which has turned many players away from File #2. Instead of creating a new system from scratch, the old communication system from the first game has been improved upon. These new additions included the ad-lib phrase "Sorry", and the ability to say comments based on what players were looking at on the Map and File screens.

The game also boasts a new difficulty feature and some changes to the game's balance. These include a new Nightmare Mode and several alternations to previous damage charts. For example, the zombie's grab attack did around 300 damage in the original Outbreak. It now does well over 600. These changes, combined with a new zombie speed and increased attack range, make the game a challenge to even veteran Resident Evil players.

In the American version of the game, the "ad-libs" from the first game have been removed. Now, only when a character uses the analog stick or makes a request do they make a noise. If context ad-libbing is attempted, no sounds are made, affecting gameplay. If a player attempts to tell someone they were poisoned, the chances of that player getting the message was low if he or she is in the middle of combat. The Japanese release, however, features full voices, with the European featuring only voices and no text.

The American version also features various cases of mistranslation. For example, one shelf on the "End of the Road" scenario tells the player that an item of importance is on top of the final row. When as a matter of fact, there is nothing on the top of this shelf.

Online play was given a major overhaul from that of the previous game. File #2 had a new lobby

system, new event system, and an increase in options and modes of play.

Capcom ran events from April to late May of 2005 that were sponsored by various gaming magazines. This included events from PlayStation Magazine and Electronic Gaming Monthly, amongst others. Clearing these events rewarded the players with characters and costumes. Some events took place in standard levels on set difficulties, while others placed the player in selected levels with Infinite and Nightmare options activated before the two options were available for free use. After all sponsored events ended, Capcom ran two events in circulation, a point bonus event and an SP item hunt.

The lobby system was revamped to include ten areas with different options in each one; however, this change made it harder to join games with friends. In order for a player to join a friend in their hosted or current game the player needed to enter a menu to search for their name, then exit that menu, choose the area they are in, and find the game. This menu did not mention the number of players in the game when searched for, meaning a game could be full before the player joined.

In early July, Capcom closed an alternate server, leaving only one choice for the player when they connected. Months after, Nightmare Mode, Infinite Mode, and changes to the Area system were made. HDD Support was dropped from the Area Screen, but players could still host games with HDD mode turned on by activating it offline.

Online Play is available once more, due to a dedicated team of fans bringing them back online via a reconstructed fan server based on the internet packet captures that were captured before the game was shut down on the Japanese servers, play is supported by original PS2 Hardware and emulators for the original Japanese copies of both games (fan-made translation patches are also available). Access requires an account on the forums.

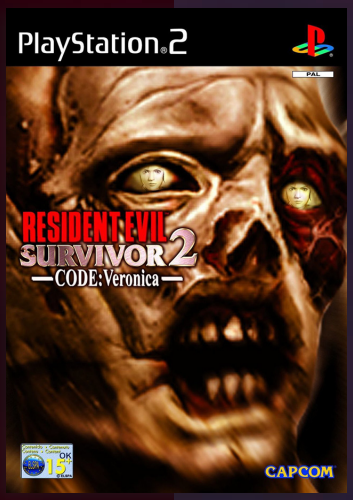
File #2 introduced a feature that allowed players to transfer data between the original game and File #2. When first released, it was useful for transferring over playable NPCs already unlocked in the original Outbreak. However, the feature can also be used in reverse, allowing players to unlock NPCs and content not available otherwise in the original Outbreak as well as being able to obtain playable NPCs from the original outbreak at a much lower price and transfer them over to the original game. In addition, transferring over to the original game from File #2 also has the side effect of unlocking all content in the original's collection. Some player NPCs unlocked from File #2 have slight differences in the original game. (such as stats, names, or obvious visual differences)

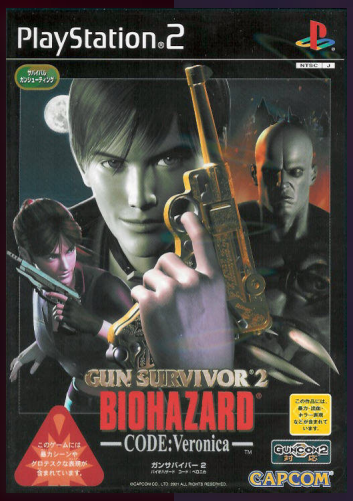
In addition to above, there are also many different playable NPC's that are not unlockable by any means. They have stats which indicates they were intended to be unlockable at some point. Many of them seem to be key characters related to missions that didn't make the final cut. (such as Mickey or HUNK) Others are NPC's that appear in the game as both humans and zombies. (such as Chuck and Laura). The only way to obtain these characters is to use a gameshark or other third party game enhancing device.

While the first title was a reasonable success worldwide, File #2 failed to satisfy the Japanese market even with its offer of a pre-order promotional demo of Devil May Cry 3. A third game was planned for release (as data was found within the game's disc hinting as such) but was ultimately scrapped due to low sales of this game.

5.3

Resident Evil Survivor 2 Code: Veronica





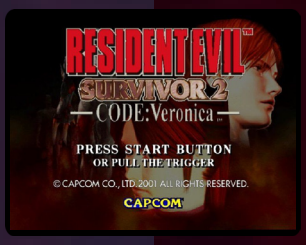
Developer	TOSE
Publisher	Capcom
Release date	(jp) November 8, 2001
Genre	Light-gun
Mode	1 Player

Resident Evil Survivor 2 – Code: Veronica is a light gun shooter and part of the Resident Evil series. The arcade version was developed in conjunction with Namco for the arcade machines. The game was released for PlayStation 2 and the Namco System 246. The game is the second installment in the Gun Survivor series and sequel to Resident Evil Survivor. The game is adapted from Resident Evil – Code: Veronica and features enemies and characters from that game, and enemies from Resident Evil 2 and Resident Evil 3: Nemesis.

In the game, players assume control of either Claire Redfield or Steve Burnside in two distinct gameplay modes: dungeon and arcade. Both modes offer light-gun support, including the GunCon 2 from Namco, although the game can be played using the standard Dual Shock 2 controller as well.

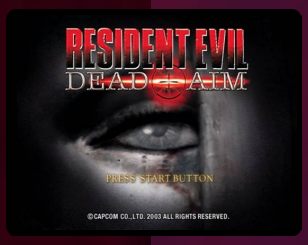
In arcade mode, the aim is simply to escape from Rockfort Island. The route is split into several stages, with completion of each sector dependent on finding a key and defeating the boss character lurking in the area. In addition to the bosses, players must face an assortment of enemies. The arcade mode also offers assistance via the partner system. This allows players to team up with a computer-controlled character to provide cover. If players choose to play as Claire, for example, their partner will be Steve. The game runs on a timer that counts down when an area is entered, and if time runs out, the Nemesis from Resident Evil 3: Nemesis will start pursuing the player and will quickly kill the characters if they don't hurry to an exit.

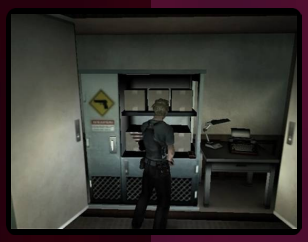
Without the assistance of a partner, the dungeon mode pits players against successive waves of enemies, comparable to a survival mode. Completion of a mission is once again determined by defeating a boss, but the more zombies and mutants defeated, the greater the overall mission score. In this mode, the player's character can select three weapons to take on the quest.

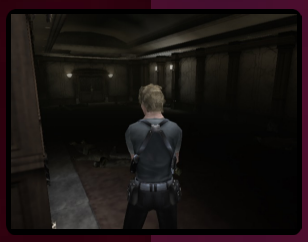


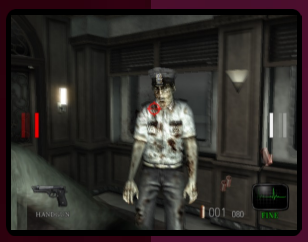
Resident Evil: Dead Aim

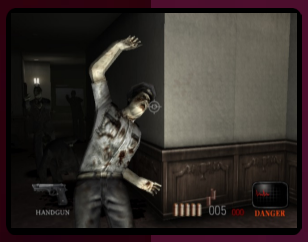
6.5











Developer	Cavia Inc.
Publisher	Capcom
Release date	(jp) February 13, 2003
Genre	Light-gun
Mode	1 Player

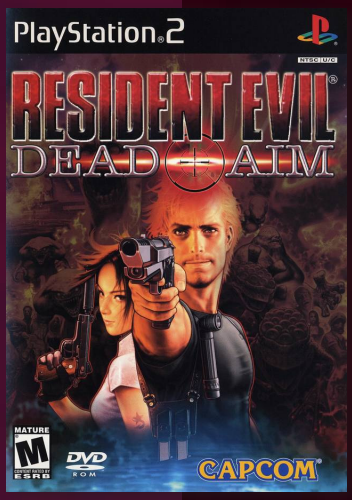
Resident Evil: Dead Aim, known as Gun Survivor 4: Biohazard: Heroes Never Die in Japan, is the fourth release in a series of light gun shooters by Capcom. It is also the first in the franchise to feature first-person shooting alongside the third-person movement seen in its predecessors in the Resident Evil series.

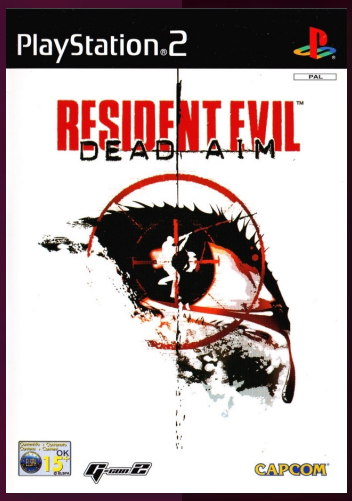
Dead Aim uses a third-person view when moving, but switches to a first-person view when aiming and firing a weapon, with a dot in the center of the screen to help the player aim. It is one of the few Resident Evil games that allows the player to move while aiming, and the game also supports the PS2 light gun and USB mouse.

This game starts on board the Umbrella-owned ocean liner, Spencer Rain, which has been infested by the t-Virus stolen from Umbrella's Paris labs by bioterrorist and former-Umbrella employee Morpheus D. Duvall, and its secret B.O.W. cargo intentionally released. Morpheus holds the world hostage, with the US and China at ransom for $1 billion - if they do not pay the money, his followers will launch missiles from an undisclosed silo with the warheads being replaced with the t-Virus. Bruce McGivern, a member of USSTARTCOM's "Anti-Umbrella Pursuit Investigation Team", a U.S. government task force with the sole purpose of taking down Umbrella, is sent in. Alongside him is Fong Ling, sent by the Chinese MSS. Although they share the same goals and common enemy, their respective governments are against working together.

Dead Aim had a mixed reception. GameSpot gave it a 6.4 saying, *"It's not the best Resident Evil game, and it isn't a stellar light-gun game, but Dead Aim creates an interesting, unique hybrid of the two, and that is a commendable feat."* IGN gave it a 6.9 praising it as the best in the Gun Survivor series, having stellar graphics, but criticized it for its cheesy dialogue and unoriginal premise. X-Play gave the game a 4/5.

The 2005 crossover game Namco × Capcom featured Bruce and Ling as playable characters.





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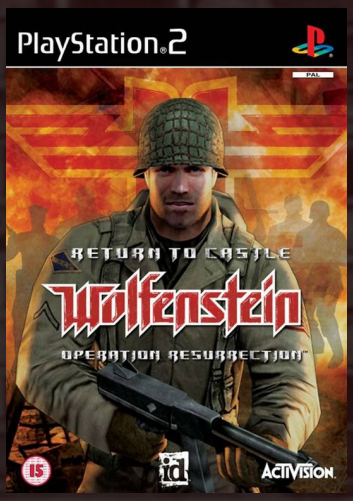
Return to Castle Wolfenstein: Operation Resurrection



Developer	Raster
Publisher	Activision
Release date	(us) May 30, 2003
Genre	First-person shooter
Mode	1 Player

Return to Castle Wolfenstein is a first-person shooter originally developed by Gray Matter Interactive and released on November 19, 2001 for Windows. The game serves as both a remake and a reboot to the Wolfenstein series. id Software, the creators of Wolfenstein 3D, oversaw the development and were credited as executive producers.

In the single-player campaign, players play the role of B.J. Blazkowicz, an Allied OSA ("Office of Secret Actions") agent investigating a variety of dangerous Nazi projects. After escaping his capture at the titular Castle Wolfenstein, Blazkowicz must investigate the SS Paranormal Division (led by Helga von Bulow), foil the plans of the SS Special Projects Division (led by Wilhelm "Deathshead" Strasse), and stop "Operation Resurrection" (an attempt to resurrect the powerful warlord Heinrich I). Along with the standard SS infantry, Blazkowicz must fight elite troopers, supernatural undead creatures, and mechanized super soldiers.

The game was officially ported to the Xbox and PlayStation 2. Both console versions include an additional prequel mission ("Cursed Sands", set in the fictional Egyptian town of Ras El-Hadid). While the PlayStation 2 version (titled Return to Castle Wolfenstein: Operation Resurrection) does not include online multiplayer, it did include the a bonus feature in which players could purchase upgrades by finding secrets. The Xbox version (titled Return to Castle Wolfenstein: Tides of War), in addition to online multiplayer via Xbox Live, includes split-screen co-operative multiplayer (with the second player being fellow OSA operative "Agent One") and an unlockable version of Wolfenstein 3D.

Return to Castle Wolfenstein received favorable reviews from critics. Eurogamer's Tom Bramwell called Return to Castle Wolfenstein *"a worthy addition to the stable of id Software affiliated shoot 'em ups"*.

OVERTHROW HITLER'S EVIL EMPIRE.

You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies top specialist in covert operations, heavy weapons and assassination. Hitlers head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

RETURN TO CASTLE
Wolfenstein

"Looks set to play brilliantly"
-Official Australian PlayStation 2 Magazine, March 03

Screenshot taken from PlayStation®2 computer entertainment system gameplay.

Complete unique objectives, including silently assassinating Nazi officers.

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6.3

Reveal Fantasia

J

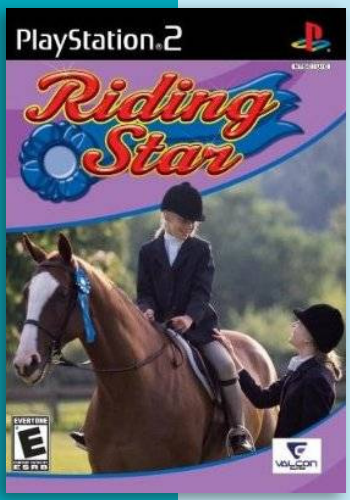
Developer	Infinity
Publisher	Victor Interactive Software
Release date	(jp) March 20, 2002
Genre	Role-playing
Mode	1 Player

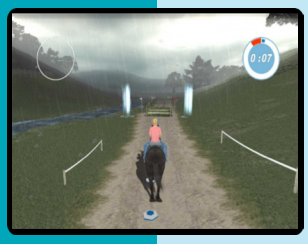
Reveal Fantasia is a fantasy role playing game. The game involved an innovative concept of a role playing game involving no battles or fighting. It's gameplay shows some influence from dating simulation games. The game was never released outside Japan.

Victor's official page described the game as a "Heart Warming RPG". The storyline has humorous sections, as well as plenty of "tear jerker" dramatic scenes. The visual style, music and characters have been widely described as "cute" and the game is arguably aimed at female gamers.

In terms of gameplay, Reveal Fantasia consists mostly of fetch quests and has elements of platform gaming. The game has been criticized for being overly difficult toward the later stages.

Riding Star





Developer	Valcon Games
Publisher	SCEA, SVG Distribution, (eu) Eidos Int.
Release date	(eu) 2007
Genre	Sports
Mode	1 Player

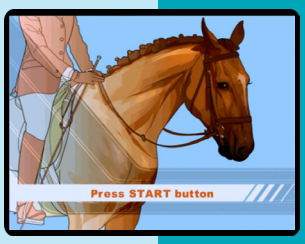
Riding Star, also released as Tim Stockdale's Riding Star, Riding Star 3, Paard & Pony: Topruiter, and Riding Star: Compétitions Équestres, is the third installment in the Riding Star Series of horse riding sims.

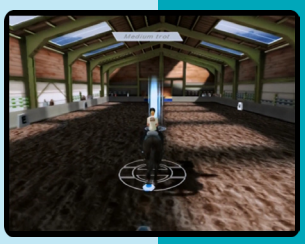
In it, players has to customize their own avatar and horse. To improve the horse's stats in stamina, jumping and trust, they needs to practice with the horse in different training stages and nurse the horse in the stable area. Each tournament requires a certain horse level, so players must keep their attention to the horse's stats through the whole game.

The tournaments consist of the challenges dressage, jumping and cross-country. These challenges take place on various tournament grounds, indoor and outdoor.

"mobygames.com"

6.6





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Ribbit King

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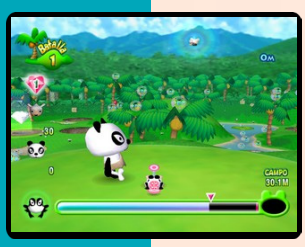


Developer	Infinity
Publisher	Bandai, (eu) Atari
Release date	(jp) December 18, 2003
Genre	Sports
Mode	1-4 Players

Ribbit King is a 2003 sports game released for the GameCube and PlayStation 2. The game is based on the fictional sport of Frolf (ケロフ), which is a golf-like game that is played with frogs. It is the successor to Kero Kero King, released only in Japan in 2000 for the PlayStation.

The main character of Ribbit King is a young carpenter named Scooter. Scooter is trying to become the Frolf Champion—or the namesake 'Ribbit King'—and in doing so win the 'Super Ribbinite', a fuel source his planet needs in order to survive.The game also includes such characters as a pile of rocks, a gumball machine, and a kung fu panda named Pan-Pan.

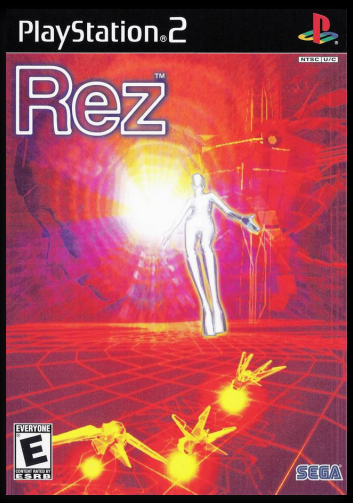
The objective is to earn the most points possible by landing the frog in the course's hole in the quickest time possible. Players can also earn points by sending their frogs through various spheres scattered through the level. In addition, they can score points by having their frogs eaten by giant snakes, by having their frogs swim, or by any number of other things.

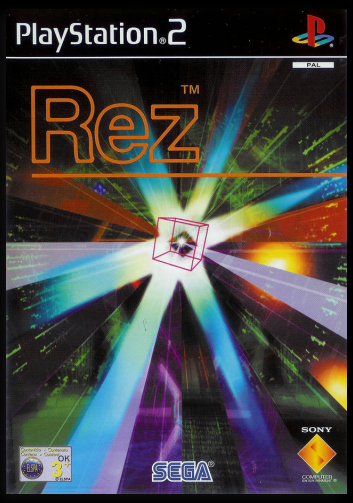
Ribbit King Plus! is the bonus disc included with North American versions of the game, featuring unlockable short animations and requiring saved data on the memory card to be able to view the shorts. It was initially transmitted in Japan as a 30-episode series of shorts on the TV Tokyo weekday morning children's show Oha Suta from 16 June to 25 July 2003 to promote the game, under the title Kero Kero King DX Plus, before being released on a separate DVD at around the same time as the Japanese PlayStation 2 version of the game. Exclusive to the disc is a two-minute video titled "Special", a montage of the various cutscenes from the story mode set to the main title theme of the game.

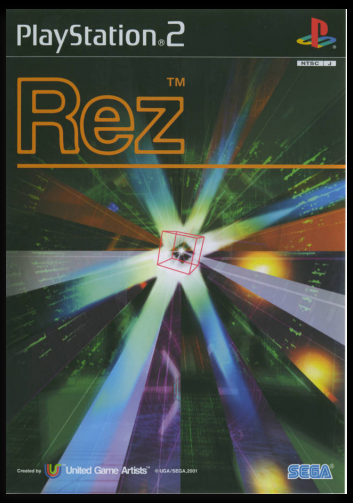
The game received mixed reviews upon release. Former GameSpot journalist Ryan Davis gave the PlayStation 2 version 5.9 out of 10, saying that it focused more on the bizarre storyline than the gameplay, while Mary Jane Irwin of IGN gave the GameCube and the PlayStation 2 versions a score of five out of ten.

J N P

7.8







JNP

Rez

Developer	UGA
Publisher	Sega, (eu) SCEE
Release date	(jp) November 22, 2001
Genre	Shooter, Music
Mode	1 Player

Rez is a musical rail shooter developed by United Game Artists and published by Sega for the Dreamcast and PlayStation 2. The game has since seen two remasters: Rez HD, released to the Xbox Live Arcade, and Rez Infinite, developed for PlayStation VR and released to the PlayStation Network and Windows.

The game is set in futuristic computer "supernetwork" called Project-K where much of the data flow is controlled by an AI named Eden. Eden has become overwhelmed with the amount of knowledge gathered on the network after a virus infects her, causing her to doubt her existence and enter a shutdown sequence, which would create catastrophic problems everywhere should she be able to complete this. The player plays as the protagonist, a virus referred to as Hacker in the manual (albeit unofficially called Swayzak by fans) logging into the Project-K system to reboot Eden while destroying any viruses or firewalls that happen to inhibit progress, and analyzing other subareas of the network to gain access to Eden's location.

Rez is a rail shooter in which the player takes control of an onscreen avatar traveling along a predetermined path through the computer network. The player does not control the overall path, only the avatar's position on the screen. The player targets foes by holding a "lock-on" button while moving an aiming reticule over up to 8 enemies. Once the "lock-on" button is released, the avatar fires shots that home in on each target. Failure to hit an enemy or projectile in time may cause a collision, which reduces the player's current evolution level by one and changes the avatar's form. The game is over if the avatar is hit while at its lowest possible level. At higher evolution levels, the avatar appears as a humanoid figure, while it appears as a pulsating sphere at the lowest level.

Occasionally enemies drop one of two power-up items when destroyed. The power-ups either enhance the player's "evolution bar" by one or three points, or they enable the player to trigger an "Overdrive", which releases a continuous shower of shots at all enemies on the screen for a short period of time. In some game modes, score bonus items also appear periodically.

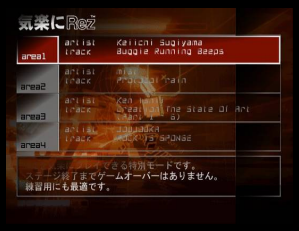
The game consists of five main areas. The first four are divided into ten sub-sections and conclude with a boss battle. The final area contains a larger number of sections and a boss rush, in which the player must fight variations of the bosses from the first four areas. The player then goes on to the network's core to restart Eden in a final boss battle.

The boss for each area features a variable difficulty scale, depending on the player's performance leading up to that point. According to Sega, this system was employed to make the game more accessible to casual players, while also making it more challenging for experienced players, thus potentially increasing its replay value. In addition, completing all five levels unlocks alternate gameplay modes, color schemes and secret areas.

Unlike many games, Rez contains almost no sound effects or spoken dialogue. Instead, the game is set to electronic music, which plays in the background and gradually evolves as the player moves among sections. The music is enhanced by musical effects (such as trills and drums) generated by the player's actions, enemies and surroundings. Player actions are usually locked to the rhythm of the music, such that shots and hits against enemies occur exactly on each beat (as opposed to occurring in real time). Graphical elements such as the polygons that make up the player's avatar, as well as background elements, also "beat" in time with the music. In reference to these coordinated effects, Sega focused its marketing of Rez primarily on the game's qualities of "synesthesia", the association of different senses and stimuli with one another.

The development cycle for Rez began at Sega's newly created United Game Artists studio (a conversion of Sega's AM9 consumer division to a subsidiary company) between 1998 and 1999. Developed under the codenames K-Project, Project Eden, and Vibes, the name Rez was eventually adopted as a shortened formed from the word "resolve". Producer/creator Tetsuya Mizuguchi felt the name appropriate as it also had made a comparison to the movie Tron and the actions of characters in that being "de-rezzed".

Rez was the idea of Tetsuya Mizuguchi, a culmination of ideas he had during his career to that point. Mizuguchi was first drawn to video games from the game Xevious, finding that the game's sound effects were like music to him. Later, while in university, he was introduced to the game Xenon 2 Megablast, and found the game giving him *"a sense of a new medium, the idea that games as an art-form can exist"*. Following his graduation, he started working at Sega on the arcade cabinet versions of Megalopolis (a non-game simulation set in a futuristic Tokyo) and Sega Rally (a racing game utilizing Sega Model 2's 3D GPU), both of which included a cockpit-style design to immerse the player in the game. Mizuguchi began forming the concept of a game around "a full body experience" from this work.



In 1997, Mizuguchi was on travel in Europe and had been taken to the Street Parade in Zurich, during which there was a large electronic dance music concert attended by around 300,000 people. Mizuguchi was taken in by the sights and sounds around him from this, and recognized how this experience was similar to the inspiration that Wassily Kandinsky, a Russian painter, had used to *"[paint] a canvas of the sounds that he saw"*. He saw this tie to his previous ideas and envisioned a game where one would shoot down enemies in time to the beat of music that would put the player into a trance, forming the basis of Rez. Moving from his previous office in Haneda to another in the considerably more vibrant community of Shibuya, Mizuguchi and his team began to research how to structure this game, visiting clubs and attending Taiko drumming festivals, as well as meeting with VJs including those of the Mommy's Endorphin Machine collective. He was particularly drawn to watching videos of various street bands, and he recounted the video of one Kenyan band that was *"influential"* towards Rez's design, himself having watched it over 100,000 times; in the video the music started with silence, then a single beat, and more instruments then began layering into the song as the music drew in a small dancing crowd. In 1998, Mizuguchi attended Burning Man and had the opportunity to experience a similar phenomenon in person as he walked during the evening from

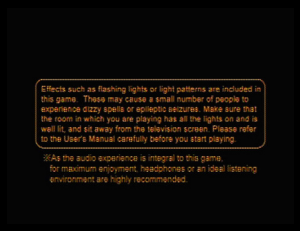
his campsite at the periphery of the event toward the epicenter where the light and music had attracted a large crowd of which he became a part. Figuring that the capacity for music and sights to draw in a crowd would be the essential element to his envisioned game, Mizuguchi began exploring how to programmatically recreate this effect.

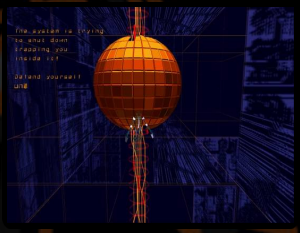
The musical gameplay was developed following a call and response approach, similar to that of what a disc jockey would do to get reaction from the crowd. In parallel with the development of the game's narrative and aesthetic, the team developed its mechanic of quantizing the notes, so that regardless of the player's imprecision that they would play out on the beat, which they *"felt like magic"* to players of any skill level. This quantization mechanic soon became the central focus of the game and it would go on for other games Mizuguchi developed including Child of Eden and Lumines.

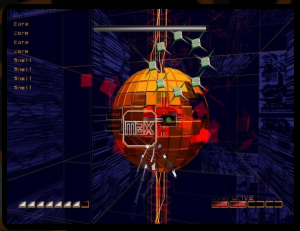
The team's decision to adopt the rail shooter mechanic largely came about from the common game development experiences of the various members of the team. Mizuguchi's Sega Rally arcade games developed with Sega's AM5 division fall within the racing genre, and seven team members including lead artist Katsumi Yokota, programming director Mitsuru Takahashi, and game designer Katsuhiko Yamada had all previously worked to develop the Panzer Dragoon rail-shooter series as members of Team Andromeda.

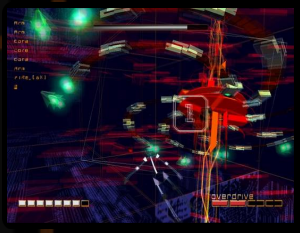
Visual design for Rez underwent a number of changes during development of the game. Early on, Mizuguchi had entertained and soon rejected the idea of using visuals inspired by the artworks of Kandinsky, however other early versions explored themes of hip hop culture (inspired by the virtual band, Gorillaz) and the evolutionary history of life. Early designs for the player avatar also underwent numerous changes from a spaceship, to a running woman, to a racecar. The visuals produced by the team during the early phases would frequently be reined back in order to retain a central primitivism and purity, and little definitive progress was made toward an overarching visual style until the arrival of Katsumi Yokota (who had previously provided visuals for Panzer Dragoon video games and more recently had been working on the anime, Tekkonkinkreet). Yokota's interpretation of Mizuguchi's central aesthetic of a move from darkness, silence, and individuality to light, sound, and community, expanded on the team's evolutionary concepts with an emphasis on primitive planktonic and other oceanic forms. Although the concept struck a chord with Mizuguchi, early playtests showed that players couldn't clearly identify enemies, and that enemy death sequences interfered with player line-of-sight. These problems were solved when team member Jake Kazdal introduced Yokota to the music visualization plug-ins for Winamp that were beginning to be used in clubs by Shinjuku VJs, and wireframe models inspired by depictions of virtual reality were adopted.

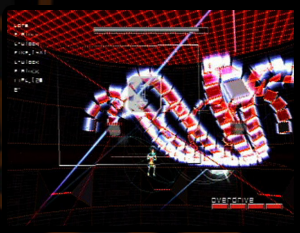
The game's story, though ostensibly about hacking a computer system, was envisioned by Mizuguchi as a metaphor for life's journey. Primarily sensory rather than plot-driven, the development of the game narrative began with the concept of a connection between life and music. Rez team musician Nobuhiko Tanuma (then using the pseudonym Ebizo or EBZ) had developed a theory of "Techno Dance Music Architecture" (TDMA) and had worked to integrate the idea of a progression of increasing complexity. Joining the team after some of the most basic concepts had been formed, team artist Katsumi Yokota worked to in-











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From the outset, Tetsuya Mizuguchi's concept of the game was one that emphasized and utilized music as a means to draw the player into the game. Drawing inspiration from the soundtracks of games like Xenon 2 Megablast (1989) and Xevious (1982) (especially Haruomi Hosono's 1984 Super Xevious remix single), Mizugushi and Katsumi Yokota began investigating different musical genres that would evoke emotional and psychological responses appropriate to produce the primal and synaesthetic experience Rez was intended to provide. After hours of investigation it was concluded that due to its digital simplicity which allowed a designer to isolate a single note and to alter the timing of the overall rhythm, the techno genre offered the greatest promise for producing the desired effects. While the Rez team musician EBZ continued to move the project forward with placeholder tracks by Fatboy Slim and Underworld, music coordinator Masakazu Hiroishi set up a series of European meetings between Mizuguchi and techno artists including Coldcut, Adam Freeland, Keiichi Sugiyama, and Aphex Twin. In the months that followed, the project went through an intensive period of matching music to visuals requiring multiple iterations of back-and-forth alterations in which both music (sometimes from the first note) and art (including entire bosses) were significantly modified.

Although designed to emphasize music, Mizuguchi has stated that he did not intend the game to be considered a music game. The idea that musical skill would be a prerequisite for full appreciation of the game was something that both Mizuguchi and Kobayashi were anxious to avoid. Instead, the team adopted a quantization mechanic for the gameplay that allowed even players without natural rhythm to interact musically with the game through a process of *"locking on"* to enemies. This mechanic formed a core theme along which the gameplay developed.

Rez received an award from The Agency for Cultural Affairs Media Art Festival in Japan.

Writing for Games in 2002, reviewer Thomas L. McDonald described Rez as *"a game that carves out its own niche: the art-house abstract musical rail-shooter"*, and emphasized the game's differences from traditional rhythm games while noting that *"the result is awesome, but trying to describe it in words is like trying to sculpt Jell-O. Simply put, it's like nothing you've ever seen before."* The game would go on to receive "Runner Up" in the category of "Electronic - Puzzle and Classic" in Games's annual "The Games 100"

In 2009, Edge ranked the game #49 on its list of "The 100 Best Games To Play Today", calling it *"Astonishing to watch [and] uniquely absorbing to play"*. In 2012, Rez was listed on Time's All-TIME 100 greatest video games list.

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Ridge Racer V

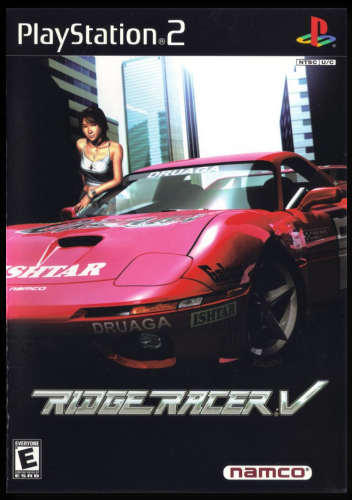
7.8

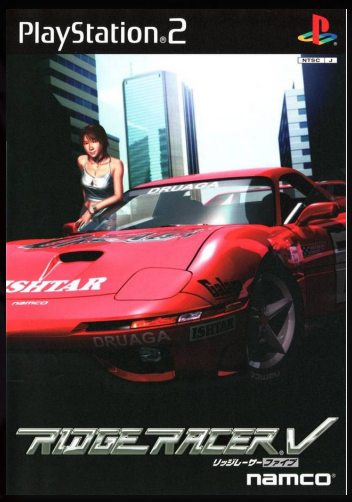
Developer Namco
Publisher Namco
Release date (jp) March 4, 2000
Genre Racing
Mode 1-2 Players

In Ridge Racer V the player is a racing driver taking part in events across Ridge City in a variety of fictional cars. The focus is on accessible and fun driving rather than simulating how a car behaves in the real world; as such the player is encouraged to powerslide around most corners by tapping the brake when entering the turn. Racing on RRV is divided into different race formats. The primary mode is Grand Prix, a series of structured championships completion of which rewards the player with new cars. Other modes include Time Attack, a long distance endurance race called the 99 Trial and free runs on any of the unlocked courses. Two players can also take part in a split-screen race against one another. A special race is unlocked after the player fulfills certain requirements: it features the arcade game characters Pac-Man in a roadster and Blinky, Pinky, Inky and Clyde on scooters. Winning this race unlocks special duel class cars for use in other game modes. Duel class cars can be won by defeating bosses in the game's Duel mode after fulfilling certain requirements. After all 4 bosses are defeated in Duel mode, Battle Royal is unlocked, allow the player to choose any duel class cars and challenge all 4 bosses in a boss rush race (including ones the player have selected).

The game received "generally favorable reviews" according to Metacritic. In Japan, Famitsu gave it a total of 36 out of 40.

Jeff Gerstmann of GameSpot awarding it 7.6/10, saying *"Ridge Racer V is a fun, great-looking game that will please older Ridge Racer fans. Players that picked up the series around the third or fourth game may be a little disappointed with the way the cars handle, but not so much that their fun will be ruined. Overall, the game feels a little rushed with its easy-way-out track design, and it's really a shame that Ridge Racer V wasn't given the same treatment that Tekken Tag Tournament received when it was translated for the domestic market".*





J N P

Riding Spirits

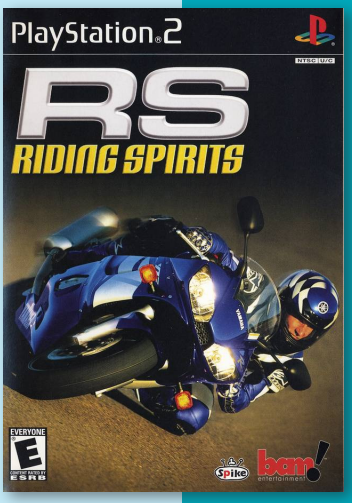
5.9

J N P

Developer	Spike
Publisher	Bam Entertainment, (jp) Spike
Release date	(jp) July 25, 2002
Genre	Racing
Mode	1-2 Players

Riding Spirits attempts to present itself as a Gran Turismo with licensed motorcycles instead of cars.

The game feature over 150 licensed motorcycles from manufacturers including Suzuki, Kawasaki, Yamaha and Honda. It has four gameplay modes: career, quick race, time attack and two-player mode.



Riding Spirits II

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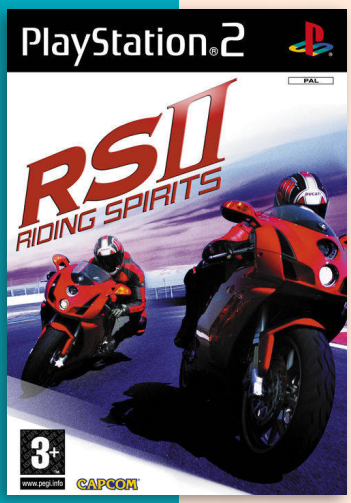

Developer	Spike
Publisher	Spike, (eu) Capcom
Release date	(jp) February 26, 2004
Genre	Racing
Mode	1-2 Players

This sequel feature a career mode, and a quick arcade mode for solo or multiplayer challenges. Starting out as a rookie, the players will gradually work their way up through the ranks to take in the RS Mode.

Bikes from seven manufacturers, including Kawasaki, Yamaha, Honda, and Suzuki, can be upgraded by spending points earned in races on engines, drives, suspension, tires, and other accessories.

J P

Rimokokoron

6.9

J

Developer	SCEI
Publisher	SCEI
Release date	(jp) June 28, 2001
Genre	Action
Mode	1 Player

In the world of Rimo-cocoron, 200 characters go about their daily lives. Players can view the action from afar, or zoom in. Each level requires the player to carefully observe the characters and understand their roles and needs. Some characters require objects to be handed down to them, whereas others simply need to be introduced to certain locations of the paper cut city.

3.5

Rig Racer 2

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) July 12, 2005
Genre	Racing
Mode	1-2 Players

Rig Racer 2 is an arcade-style truck racing game in which the player is given the choice of eight trucks to race around four conventional racing track circuits. The game features three difficulty settings for single race, time trial and challenge modes as well as a two-player split-screen racing mode.

The player initially has access to four rigs in the PC and PlayStation 2 versions of the game with the Wii version only allowing access to two of the eight rigs. Additional rigs and tracks are unlockable via an in-game currency that is earned by completing races. Additional race settings include time of day options, a mirror mode and the choice of 3, 5 or 10 laps to complete the course.

Despite the name, Rig Racer 2 is not a sequel to an existing game.

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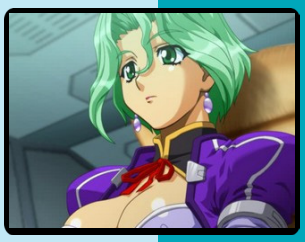
Rim Runners

5.3

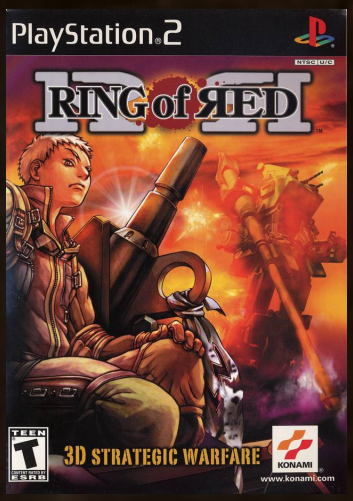
Developer	Fog
Publisher	Fog
Release date	(jp) January 27, 2005
Genre	Visual novel
Mode	1 Player



Rim Runners is a light-hearted, anime-style sci-fi visual novel. The player takes the role of rookie cargo pilot Rex as he tries to make a name for himself with the crew of his ship, the Jack Pot. Like most visual novels, the game progresses linearly, with occasional dialogue choices affecting the flow of the story. At certain points, the player can explore the ship and speak with its crew and passengers freely. There are also so-called "Live Command" sequences when situations get heated or particularly dangerous; during these events, choices have a strict time limit, it is not possible to save or reload the game, and incorrect choices can easily lead to losing a job or even a game over.

note; (The urbandictionary definition on "rimming"; "The act of using one's tongue on the anal rim of another person in order to gain and/or give sexual pleasure")

8.2



JNP

Ring of Red

Developer	Konami
Publisher	Konami
Release date	(jp) September 21, 2000
Genre	Turn-based tactics
Mode	1 Player

Ring of Red (リング・オブ・レッド) is an alternate history turn-based strategy game released by Konami for the PlayStation 2 console. It was one of the first PS2 games made with CD-ROM-based technology. An emulated version for the PlayStation 3 was released as a PS2 Classic on October 4, 2011 in North America.

The game is based on an alternate history theory that after the defeat of Nazi Germany and Fascist Italy near the end of World War II, Japan was conquered and occupied by both Soviet and American forces - rather than solely by the US, as in actual history. The occupation created two countries, consisting of the north governed by a pro-communist government and the south by a pro-democracy government with Hokkaidō occupied by Soviet forces. Tensions between the two Japan's were at an all-time high during the Cold War with a Japanese War (similar in cause to the actual Korean War) taking place with Armored Fighting Walkers, giant walking mechas being used with great success by both the North Japanese and South Japanese militaries.

Combat is split between a turn-based battlefield for moving units, and a real-time mode for combat. The latter includes the AFWs moving through their attack patterns and support troops that have their own abilities.

In each mission, players deploy their units on a map. Each square contains terrain that provide movement and defense bonuses or penalties. Both sides consist of units made up of a single AFW and three squads of infantry. The player and the enemy take turns in moving their units around the map in order to complete certain objectives, such as pursuing a unit, capturing a town or protecting a convoy. Some missions have branching objectives that give different bonuses.

Players can engage in combat by moving within distance of an enemy unit, depending on the range the AFW is in prior to combat.

In addition to combat, players can capture cities, which can provide more troops for recruitment and heal friendly troops, and can dedicate turns to repairing their units. Each mission has parameters which result in player defeat, such as not completing the mission within the time limit or losing Weizegger's AFW.

The game features a day/night cycle. Each move takes a certain amount of time, which influences how often units can be issued orders, which in turn affects what time of day combat takes place. In addition, there is simulated weather and natural disasters.

Combat takes place in a real-time environment. It consists of players moving and operating their AFW and issuing orders to accompanying infantry. AFWs must wait until their main weapon is loaded before they can attack, either against the enemy AFW itself or its infantry support. When aiming, players are given a first-person view from the AFW along with a hit probability percentage. The more time spent aiming, the more accurate the shot becomes and the more

damage is done. Base accuracy is dependent on range and battle conditions, although the rate of increase of accuracy slows down as it increases.

Conditions on the strategic map strongly influence the battle conditions. Battles fought at night receive a penalty in base accuracy. Different types of terrain grant different bonuses and penalties to base accuracy. Furthermore, various terrains can also block attacks randomly, such as trees in forests.

Players also have access to Maximum Attacks, which are unique abilities that can only be used a certain amount of times in each mission. Maximum Attacks vary between pilots, but include techniques such as powerful shots, dodging, instant movement and instant loading. Some crews also provide special shells which can provide illumination or do devastating damage against AFWs or infantry.

Three infantry squads accompany the AFW in each unit, two fighting on the ground and the third riding on the mech itself as crew. Some squad types, such as the Mechanic or Medic, provide bonuses to healing units between turns, while Recon units allow the AFW to start combat at the optimum distance for the range the engagement begins at.

During the combat turn, squads fight automatically, aiming at either the soldiers in the enemy unit or the enemy AFW, depending on their designation (Anti-Infantry or Anti-AFW). Each squad has a different ability that is used in the Vanguard (deployed in front of the mech) or Rearguard (deployed behind it). These can range from special attacks against the enemy AFW or infantry, fixing damaged portions of their own machine, or defending against attacks.

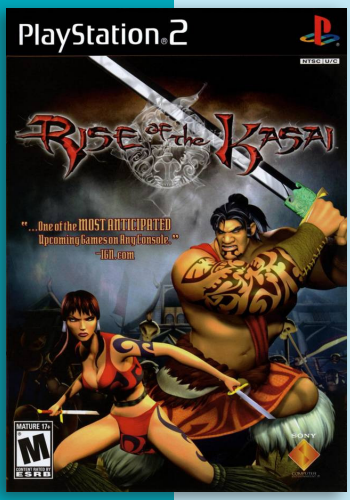
In the Japanese version, it is stated that Schreigen and Rodriguez are former members of the Nazi Party but evaded the punishment in return for information regarding AFWs and allowed to stay in South Japan. There are no references to this in the EU and US versions. Also, unlike what is written in the story of English versions, the United States did bomb Hiroshima and Nagasaki and afterwards invaded Japan with Operation Downfall. In the EU and US versions, the game does not mention the atomic bombings of Hiroshima and Nagasaki, although they still mention nuclear weapons, and them being used in locations in Japan like Kujukuri.

Ring of Red has received a mixture of praises and criticisms. GameSpot gave Ring of Red 7.9/10, saying it *"is easily the best strategy game out on the PS2 at this time."* IGN criticised the dialogue and the overall translation, but praised the game as *"a very satisfying strategy experience."* Game Revolution gave the game a B-, criticising the pace of the gameplay and the graphics, while praising its simplicity and depth. Eurogamer rated the game 7/10, criticising the soundtrack, lack of voice acting and translation, but praised the graphics and gameplay, saying *"People who enjoy involving battle strategy romps...will definitely find Ring of Red captivating."* GamePro called it *"repetitive and sometimes even boring...yet it manages to be hypnotically fun."*, rating it 3.5/5. GameCritics.com gave the game a 7.5 out of 10, praising the 3-D graphics seen either in combat or in the field.

However, the game was criticized for having lots of errors in its localization, such as misspelling, factual errors and incoherent dialogue. Ring of Red was also faulted for not having any voice acting.

Rise of the Kasai

6.8



Developer	BottleRocket Entertainment
Publisher	SCEA
Release date	(us) April 5, 2005
Genre	Action-adventure, Hack and slash
Mode	1 Player

Rise of the Kasai is an action-adventure released exclusively for PlayStation 2. The game serves as a followup to the 2002 action-adventure game The Mark of Kri. On March 8, 2016 it was re-released on the PlayStation 4.

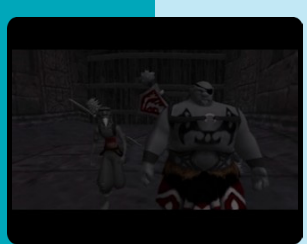
The story centers on a band of warriors known as the Rakus and their battles against the evil sect of dark magicians known as the Kasai, led by the traitor of the Rakus, Maibisi, who plans to collect the six Marks of Kri and unleash a multitude of horrors in order to rule the world. The narrative focuses on a series of events that take place ten years prior to the events of The Mark of Kri and ten years afterwards.

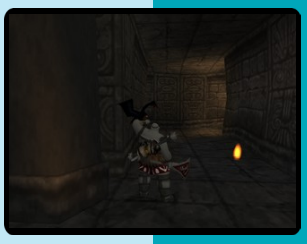
Levels taking place in the past feature the older generation of the Rakus, Baumusu, Rau's trainer from The Mark of Kri, and a new character named Griz, Baumusu's mentor. Meanwhile, future levels feature the new generation of the Rakus, Rau and Tati, Rau's younger sister who bears the Mark of Kri in order to stop Maibisi from unleashing world domination.

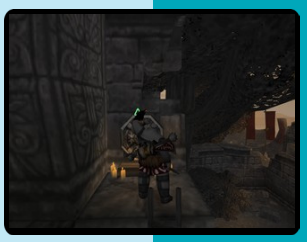
Featuring a beat-'em-up style of gameplay, this action adventure differentiates itself by using a targeting system allowing the player to effectively fight oncomers from all directions. The addition of three new playable characters allows for an extension in play mechanics from the first title, opening the possibilities for different strategies depending on who the player chooses to use. Another addition is the partner system that has the AI control your partner as you traverse each stage.

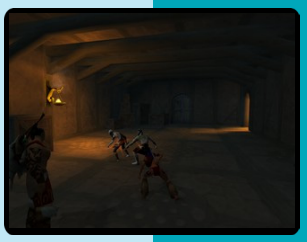
While players may spend a majority of the game fighting enemies head on, there are many occasions where the player has the option to employ stealth tactics to avoid detection and quietly ambush the enemy.

Rise of the Kasai received mixed reviews from critics. While many critics praised the game's combat system, control scheme, and distinctive cinematics, others panned the game due to repetitious gameplay while expressing disappointment in the game's AI and lack of multiplayer options.









6.0

Risk: Global Domination

Developer	Cyberlore Studios
Publisher	Atari
Release date	(us) November 5, 2003
Genre	Board
Mode	1-6 Players

In this variant of the strategy board game Risk, the player must take on famous historical rulers and military strategists such as Napoleon Bonaparte, George Washington, Catherine the Great, and others, in a worldwide campaign for world domination. The player can deploy troops, attack enemies, defend territories, and earn medals for strategic accomplishments.

There are three different game modes: the Classic RISK game, the Secret Mission RISK game, and the Capital RISK game. The player is also able to modify play options such as Commander Mode, Attack Advantage, Map changes, and Territory troop maximums. Up to six players can play with two controllers or online.

The game used the RenderWare game engine from Criterion Games.

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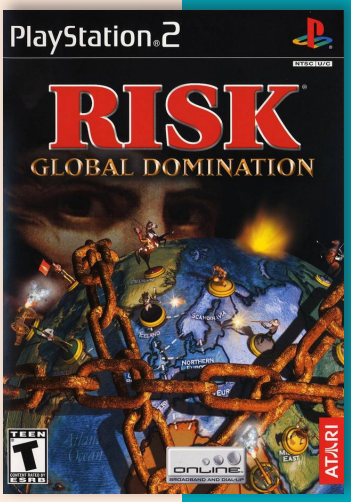
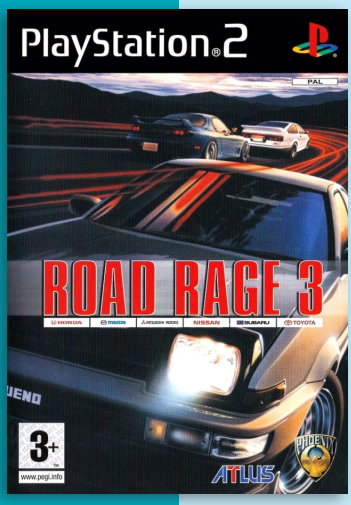
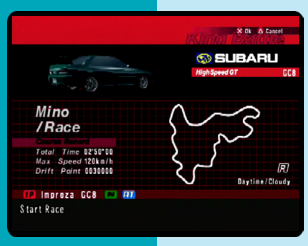


Road Rage 3

6.7

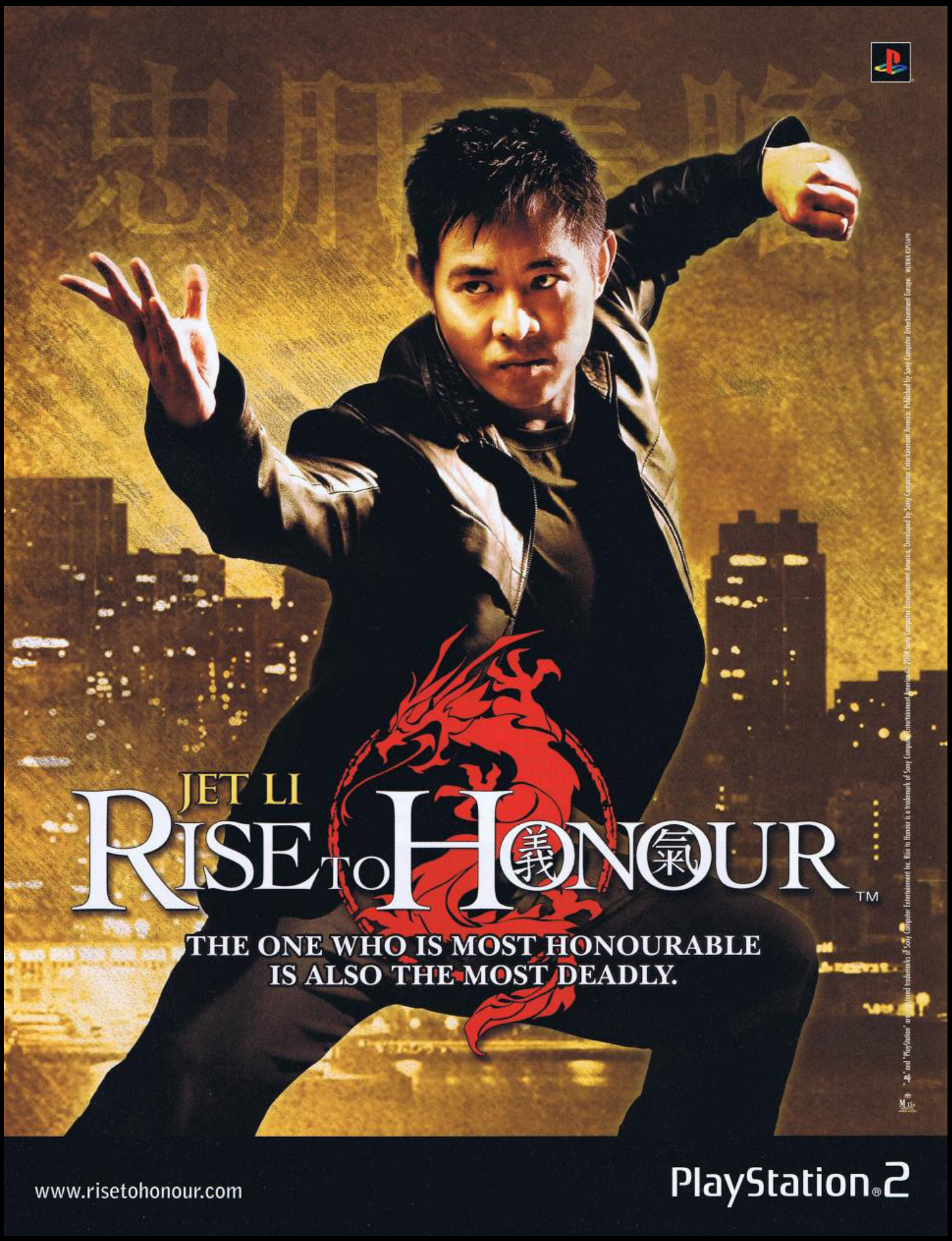




Developer	Atlus
Publisher	Atlus, (eu) Phoenix Games
Release date	(jp) October 11, 2001
Genre	Racing
Mode	1-2 Players

Road Rage 3, originally released in Japan as Touge 3, is part of the touge street racing franchise from CAVE and Atlus. The game feature around 30 cars, including cars from manufacturers like Mazda, Toyota, Honda, Mistubishi and Nissan. All the cars feature different adjustable accessories, like front lips, skirts, lip spoilers etc.. The game only have 4 tracks in mountains across asia, all with Japanese names. But on the European release they are displayed on a world map as being right across to eastern Europe. On each track players can choose 'Race' or 'Battle'. Battle being against a single preselected opponent and race being against two opponents in order of the players choice.

"Jace@jdmstyletuning.com"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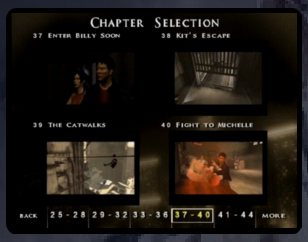
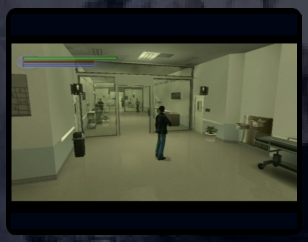
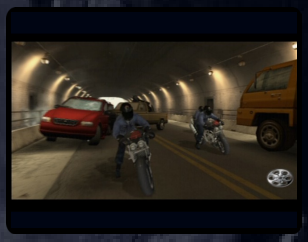
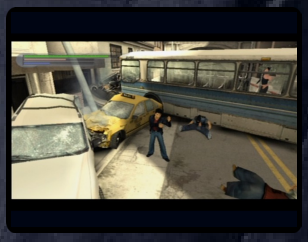
Jet Li: Rise to Honor

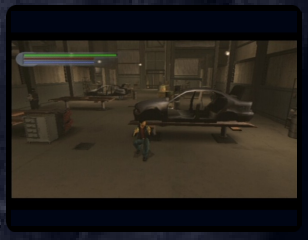
6.8











Developer	SCE Foster City Studio
Publisher	SCEA, (eu) SCEE
Release date	(us) February 17, 2004
Genre	Beat 'em up, Third-person shooter
Mode	1 Player

Jet Li: Rise to Honor features the likeness, voice acting and motion capture work of martial arts actor Jet Li, and features martial arts choreography by Corey Yuen.

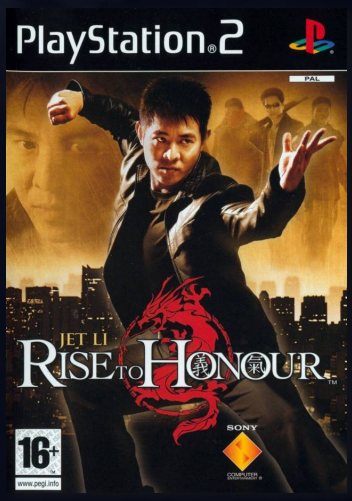
The game follows Kit Yun (character model after Jet Li), an undercover Hong Kong police officer, tasked to protect Chiang, a boss of one of the Hong Kong crime gangs, and a friend of Kit's late father. But Chiang is contemplating leaving the life of crime which doesn't seem to sit well with certain key people in the organized crime and before soon everybody is attempting to assassinate him. Despite his efforts, Kit fails to protect him, but decides to follow the dying man's wish which consequently puts him in a non-stop action.

This is an action game heavily influenced by Hong Kong action movies with strong emphasis on martial arts. Jet Li motion captured his signature moves which gives this game a feel of actually playing one of his action movies, more to the fact that Cory Yuen was in charge of fighting choreography used in the game.

Game settings takes place in Hong Kong and San Francisco, both indoor and in the open. Story progress is linear and freedom of exploration is non-existent, but players can utilize the surrounding while fighting enemies. From time to time they will get to use a cover system when in a firefight, but their main weapon of choice will most of the time be martial art.

Game progresses in an episodic manner through the key checkpoints from which players can continue the story. Beside the regular 4:3 aspect ratio, game also supports 16:9 widescreen format.

The game received "average" reviews according to Metacritic. Playboy gave the game a score of 88% and said, "*This isn't a game you replay ad infinitum; it's a story you experience. When you finish, you may stick it on the shelf and never touch it again, like a good book. But that doesn't mean it's not a fun read.*"



5.1

J N P

River King: A Wonderful Journey

Developer	Marvelous Entertainment
Publisher	Natsume, (jp) Marvelous Entertainment, (eu) 505 Game Street, (us) SCEA
Release date	(jp) January 27, 2005
Genre	Sports, Role-playing
Mode	1 Player

The River King, or Harvest Fishing (PAL), is a fishing-themed role playing series by Natsume. The series has releases over 6 video game systems. Of these, 4 have been released in America.

In Harvest Fishing, players take control of one of the 4 possible characters available: The Father, Mother, Brother and Sister. All have their own personal reasons in catching the King River fish and are subject to different story plots. Each also have different starting character statistics.

Gameplay of the Harvest Fishing may be categorized as the following:

Real-time Fishing Simulation and Preparation:

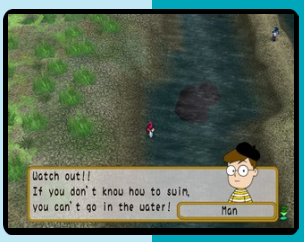
The fishing simulation in Harvest Fishing consists of various approaches which refer to different types of tools players can choose from to fish: Different fishing rods, different baits and lures attract different fish, making some easier or harder depending on which combination they choose. Fishing instruments may be purchased at a local store, while bait may either be purchased or be searched in the surroundings.

Players start with one type of rod and minimal bait varieties. Catching fish requires them to fish near a body of water and wait for the fish to bite. After a bite, players enter a real-time fishing simulation sequence, where they can visibly see the fish underwater. Players then have to lure the fish in while making sure the fishing line doesn't break. Captured fish may then be released, sold at the fishmonger for money or used for cooking ingredients or other requirements for sub-quests.

Adventuring:

There are a lot of fishing spots to choose from in this game. The others however must be first unlocked by following the plot of the story. Several mini-quests are also available to choose as well as participating in fishing and cooking tournaments.

Successfully catching fish will add experience to the players fishing skill which will lead to leveling up their fishing level.



RLH: Run Like Hell

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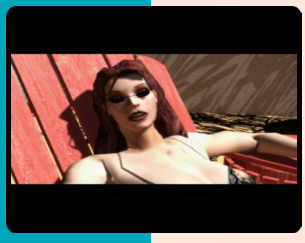


Developer	Digital Mayhem
Publisher	Interplay, (eu) Virgin Interactive, (jp) Capcom
Release date	(us) September 27, 2002
Genre	Third-person shooter
Mode	1 Player

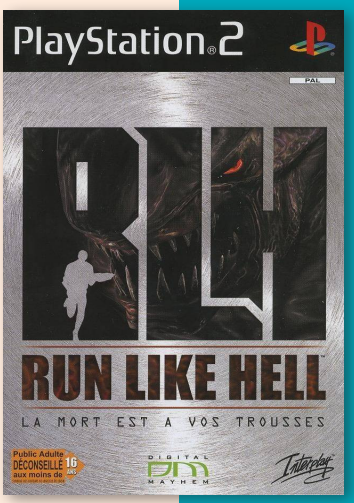
Run Like Hell is a third-person shooter released on the PlayStation 2 and Xbox.

The game is set on a space station in the distant future. Mining surveyor and former war hero Nicholas Conner (voiced by Lance Henriksen), returns to his space station known as the Forsetti Station to find it overrun by a hostile, previously unknown alien species known simply as The Race. Most of the crew members are dead, Nick's fiancée Samantha is missing, and he soon discovers that the entire station is slowly degenerating into an alien hive. Using his war experience and a large arsenal of weapons, Nick must fight through a group of hostile enemies to locate survivors on the station who can help him find Samantha.

The gameplay is similar to that of the later titles in the Resident Evil series, with the player controlling a character from a third-person perspective. Enemies can be locked onto when firing and while reloading weapons is still required, most of the weapons have infinite ammo. The game also features a number of chase sequences, in which the player must flee from an invincible foe while dodging the obstacles in their path both with the analog stick and the face buttons.

According to Brian Freyermuth, the lead designer of Run Like Hell, the production did not go smoothly. During its five-year run, the team went through two executive producers, three producers, three lead programmers and two lead artists. They started out with the idea of a Resident Evil in space, but this was changed abruptly by upper management from survival horror to an action game.

The game received "mixed" reviews on both platforms according to Metacritic. The Cincinnati Enquirer gave the game three-and-a-half stars out of five and said that it *"delivers a good twist on the "Resident Evil"-style game play by adding more action and speed, a decent script and memorable characters."* Entertainment Weekly, however, gave it a C and said, *"If only the designers had spent as much time on the gameplay as they did on rendering the abundant female anatomy."*



J N P

Road Trip

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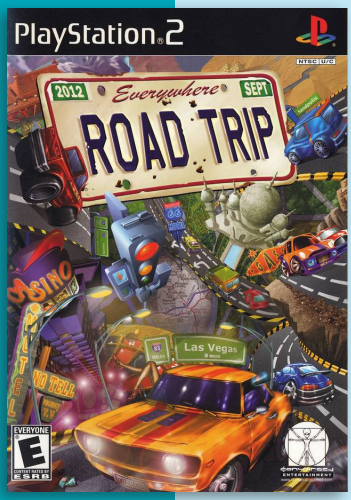
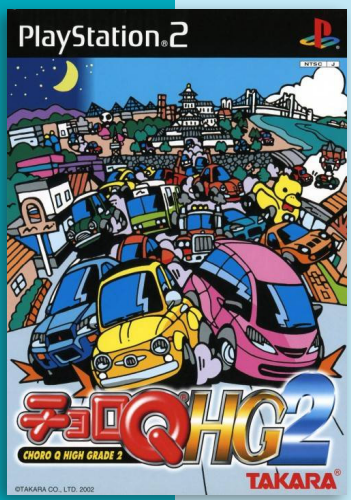




J N P

Developer	E-game Inc
Publisher	Takara, Atlus, (us) Conspiracy Entertainment, (eu) Play It!, System 3
Release date	(jp) January 10, 2002
Genre	Racing
Mode	1-2 Players

The game combines elements of racing and adventure games, and is considered by many to be the best of the Choro Q series due to its large seamless world which the player can freely explore. The game takes place in a world of anthropomorphic cars that interact like humans. As part of the PS2 Classics release, Road Trip Adventure was released on the PlayStation Store for the PS3 in Europe.

After the starting cutscene, gameplay is almost entirely open-ended, loosely centered around the goal of becoming president. The most central goal, as the starting scenes indicate, is to win the World Grand Prix and become the next president. To qualify for the World Grand Prix, the player must have two teammates and a Class Super A License, earned by completing races. To acquire teammates, one can simply talk to other cars; if they can be recruited, they may ask the player to add them as a teammate, provided the player has won a race. Each race rewards the performance of the player's teammates, as well as the player's, so it is a good idea for a player to equip his or her teammates with good parts.

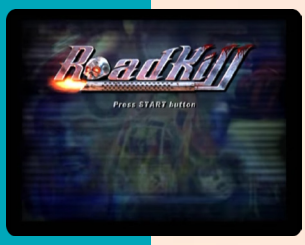
To measure a players achievement, there are 100 "stamps" which they can earn, one of which is becoming president. Stamps involve activities ranging from mini-games to doing small favors for other cars, and upon earning all 100, the player is eligible for a special surprise.

Additionally, a major recurring theme is populating "My City," the city which the player founds as the first resident. To build up My City, the player must talk to many different cars throughout the world and find those interested in starting a new life or building new homes or shops. As more and more residents move to My City, those residents' houses and shops appear throughout the city, each building being themed after the architectural style of its resident's hometown.

Road Trip received "favorable" reviews according to Metacritic. The game was praised for its wide world to explore and great depth, but criticized for its sound.

RoadKill

7.1



Developer	Terminal Reality
Publisher	Midway
Release date	(us) October 13, 2003
Genre	Racing
Mode	1-2 (4) Players

N P

RoadKill is an open world action-adventure game described by Midway as *"the only mission-based combat driving game set in a post-apocalyptic world."*

The story is set in an alternate history inspired by classic post-apocalyptic road films like the Mad Max series and Death Race 2000. It starts after a lethal plague outbreak identified as "The Rot" was released in the 1980s which wiped out most of the world's population and brought almost every government on earth to their knees.

The gameplay is similar to Twisted Metal, with a mission-based storyline and elements that share similarities to those from the Grand Theft Auto series. The player character assumes control of a improvised combat vehicle and performs a variety of missions to progress through the game's storyline, and has an option for free-roam and is able to commit certain actions to increase their criminal ranks, such as attacking rival gangs, destroying enemy vehicles or creating havoc in the city.

The player starts with only one vehicle to choose, though more vehicles can be unlocked as the game progresses, either by completing certain missions or by participating in a scavenger hunt.

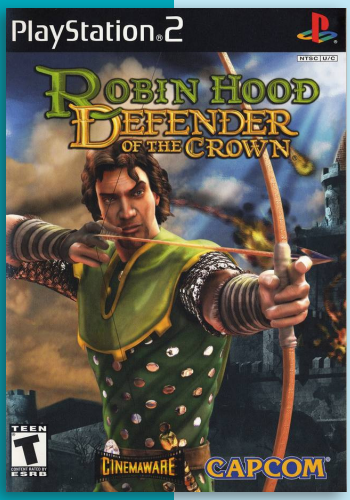
The main goal of the game is to increase the criminal reputation of the player in the form of "ranks". Criminal ranks can be achieved by killing or attacking rival gangs, destroying vehicles and street racing.

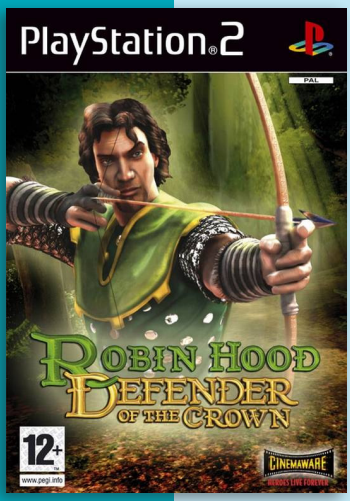
The game feature three different islands of the city, and each island has its own boss, whom the player engages in a one-on-one battle to unlock the next island and progress through the storyline. In order to confront the boss, the player must complete storyline missions and jobs given by other characters, most of whom are gang leaders. Storyline missions will also unlock various customizations, weapons and vehicles.

Upon completion of certain missions or side jobs, the player is able to purchase upgrades. Upgrades allow any vehicle to have its performance improved, increased ammunition capacity, or added armor for better protection.

5.9

Robin Hood: Defender of the Crown





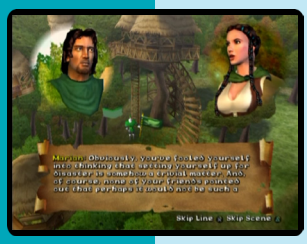
Developer	Cinemaware
Publisher	Capcom
Release date	(us) September 30, 2003
Genre	Turn-based strategy
Mode	1 Player

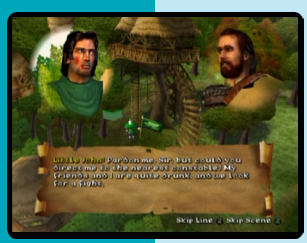
Robin Hood: Defender of the Crown is loosely based on the legend of Robin Hood and remake of Cinemaware's previous very successful game, Defender of the Crown. It was released for PS2, Xbox and Windows (not to be confused with the "Remastered" Windows version released in 2002).

The player plays as the legendary folk outlaw in his quest to reclaim the throne of England after Richard Lionheart was captured in the crusades and his brother, John Lackland, usurped the throne and left him for dead in the Holy Land, attracting the ire of several knights. In a heated argument, he considered them to be traitors, causing a civil war to start.

Several gameplay features were changed from the classic title such as the player being Robin Hood himself (instead of picking one of four pretenders), full 3D graphics, a plot included with the game and the goal being to be the first to reach and conquer King John's stronghold in Cornwall. To do so, the player must build an army large enough to hold enough shires, which generate money from taxes. This money can then be used to hire new troops (peasants, archers, footmen and the mighty knights and catapults) or pay King Richard's ransom, which allow to enlist loyalist knights.

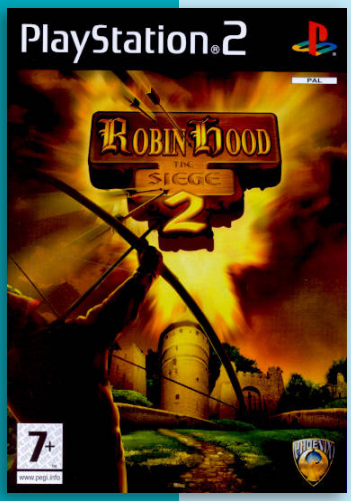
As with the original game, action occurs in a turn-based map of England where the player decides which actions to take: conquer a neighbouring shire with Little John's army and hire soldiers either for him or territory defense, raid a castle or caravan, build strongholds, hold tournaments or spy on the other lords using Maid Marian's contacts on the court. Each of the attacking actions bring a quick minigame to be played: Fund the war effort by lightening the purses of traveling merchants in archery ambushes. Lay siege to castles using siege engines and Greek Fire. Joust in tournaments. Conquer England's 38 territories by commanding troops on the battlefield and manage Robin's growing armies. And sword fight.



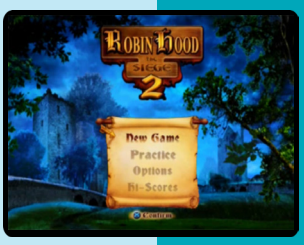


Robin Hood: The Siege 2

4.5



Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) October 6, 2006
Genre	Action
Mode	1 Player



Robin Hood: The Siege 2 is a single player shooter played from a first person perspective. The player take on the role of Robin Hood who's house has been taken by the sheriff of Nottingham. It's now up to the player to fight the men of the sheriff of Nottingham. The game is a sequel to Robin Hood: The Siege for the PlayStation.

Gameplay is similar to the first part with updated graphics. The game offers several levels in which soldiers of the sheriff run across the screen and have to be shot with arrows by moving the cursor across the screen. Some of the soldiers shoot back at the player with arrows. Levels take place on open fields and in the town.

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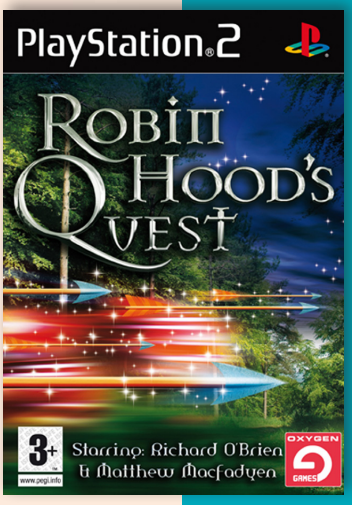
Robin Hood's Quest

6.0

Developer	Broadsword Interactive
Publisher	Oxygen Interactive
Release date	(eu) February 16, 2007
Genre	Action-adventure
Mode	1-2 Players



Robin Hood's Quest is 3D stealth adventure game based on the English folklore tale of famous outlaw Robin Hood. The wicked sheriff of Nottingham has kidnapped the love interest of Robin Hood. Now Robin Hood has to save her from the grasp of the evil sheriff of Nottingham.

The player takes control of Robin Hood and has to sneak past the sheriffs soldiers opening boxes along the way in maze like levels. These boxes contain items like keys to open locks, extra lives and pouches to lose a soldier that has noticed Robin Hood. When caught by a soldier the player will lose a live.

The game generally received very negative reviews. Ace Gamez awarded a poor 1/10 saying, *"this shambles of a shell of a sham of a wreck of a ruin of a shadow of a 'dog ate my homework' standard excuse for a game was nothing more than an abominably programmed, hideously simplistic yet almost entirely unplayable piece of garbage"*.

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3.1

RoboCop

J P

Developer	Titus Software
Publisher	Titus Software
Release date	(jp) July 3, 2003
Genre	First-person shooter
Mode	1 Player

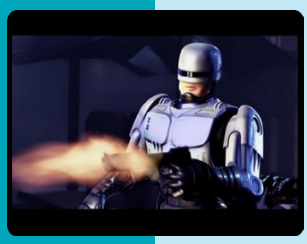
RoboCop is a first-person shooter based on the RoboCop films. In the game, RoboCop, a cyborg police officer in Neo Detroit, is tasked with finding the people responsible for the spread of a new designer drug known as Brain Drain. Simultaneously, RoboCop is tasked with investigating connections between a mayoral candidate, Omni Consumer Products (the creator of RoboCop), and Brain Drain.

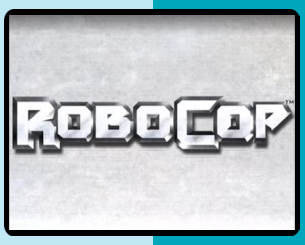
The game features nine large levels, each one divided into several sections. The player's progress is saved after the completion of each level. Each level consists of one primary objective and several secondary and bonus objectives. The player must complete the primary objective to advance through the game, while the other objectives add to the player's final score. RoboCop can use several weapons against enemies, including a pistol, a machine gun, a grenade launcher, and a missile launcher. RoboCop can also rescue civilians being held as hostages and can arrest enemies who surrender.

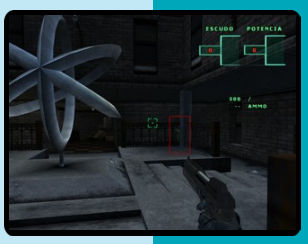
The game received mostly "unfavorable" reviews. The Xbox game was particularly criticized for its lack of an in-level save option. The Swedish magazine Gamereactor called the Xbox version *"the worst videogame since Superman 64"* (also from Titus Software).

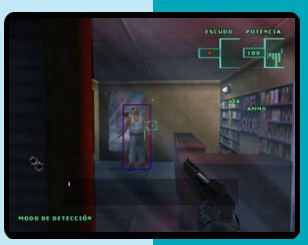
Alex Navarro of GameSpot criticized the sound and graphics, and stated that despite the game's lengthy development period, it *"has a bevy of horrible problems that render the game practically unplayable."* Navarro criticized the game's difficulty, slow player movements, a poor targeting system, poor controls, and the abundance of enemies, as well as the lack of objects to hide behind. Navarro further noted the limited amount of player ammo and the large amount of ammo needed to kill each enemy.

TeamXbox considered the game repetitive and its storyline *"rather uninteresting,"* and noted that the graphics and sound were average. In Japan, Famitsu gave the PlayStation 2 version a score of 26 out of 40.



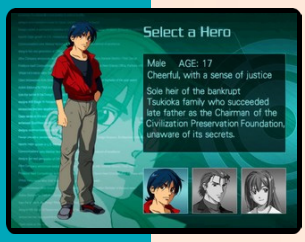


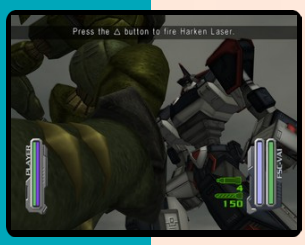


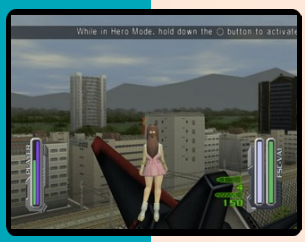


Robot Alchemic Drive

7.9







Developer	Sandlot
Publisher	Enix Corporation
Release date	(jp) August 29, 2002
Genre	Action
Mode	1-2 Players

Robot Alchemic Drive, known in Japan as Gigantic Drive, was developed by Sandlot, a company created by former employees of Human Entertainment. The characters of the game were designed by Toshihiro Kawamoto, the character designer of the Cowboy Bebop anime series.

The player controls a giant robot called a Meganite, humanity's last line of defense against an extraterrestrial race called the Volgara. The player is not in the cockpit of the robot; rather, they is on foot, carrying a remote control (the player must switch between the protagonist and the robot to play). As such, Robot Alchemic Drive features many of the same gameplay elements as other Sandlot games.

The protagonists that the player may choose between are Naoto Tsukioka, Ryo Tsukioka, or Yui Tsukioka; however, the NPCs usually only refer to the character as "Chairman" and choice of player character does not affect gameplay. There are 3 different robots to choose from: Vertical Fortress Vavel, Airborne Dominator Laguiole and Gllang the Castlekeep.

Vavel has 2 modes, Volcanic and Genesis mode. Laguiole can turn into a plane, and his mode similar to Vavel's is the Demon Sword Desecrator mode, which releases two short, laser like, daggers from the robot's wrists. Gllang can turn into a vehicle/tank being. His special mode is the Warhammer Sanctifier. On his arms, two big blocks of metal alloy are released and become mallets.

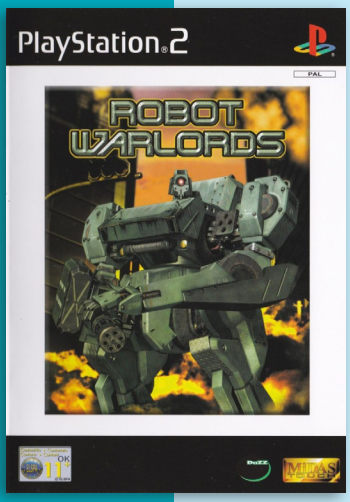
It is possible throughout the game to affect the life of a particular character. For example: Nanao's storyline may be affected by the destruction of certain buildings while on missions.

Enemies, for a short number of episodes, are the same. The only difference is the change in color and weapons. They become smarter and more aware of what the main character is doing as the player progresses through the story. Players also unlock all of the Volgara in two player versus mode when they beat the game with 2 out of the 3 main protagonists.

J N

Robot Warlords

6.3



J P

Developer	Nexus Interact
Publisher	Dazz, (eu) Midas Interactive Entertainment
Release date	(jp) August 10, 2000
Genre	Turn based tactical role-playing game
Mode	1-2 Players

Robot Warlords, known as Velvet File in Japan, is a turn based RPG. The game is a one or two player, turn based, strategy game featuring battling robots in real Tokyo settings.

The storyline features mecha, called Bullet machines, fighting in a war against a terrorist organisation. The player can have a team of up to six characters, though only four can be used in a battle.

Prior to a mission each of the Bullets can be customised, this includes naming and changing the colour of each machine, assigning weapons to each arm and shoulder, and upgrading body parts. The player also has a number of TP or Technique points which they can use to install battle manoeuvres such as the 'Preparation For Combat' technique which costs three TP and decreases the enemy weapon hit ratio by -20 and the player's hit ratio by -10. Only six techniques can be installed at a time.

The game consists of eleven missions spread over a seven day period and each mission is turn based. In each turn the player selects whether they wish to move a Bullet in normal mode, just a few adjacent cells, or turbo mode in which they can travel further. While moving they may optionally employ one of the deployed combat techniques. Once the player has set their Bullet's destination they may choose whether or not to attack their opponents, in an attack multiple opponents can be selected. While various battle techniques used by the players and their opponents affect the hit ratio and consequently the damage caused by an attack, other game elements also do this. When firing through obstacles such as cars the hit ratio is halved, if the line of fire passes through two cars it is halved again and nothing gets through three cars. There are also special cells known as obstruction squares which halve the hit rate of any firing line that passes through them.

The game received a Japan-only re-release, Velvet File Plus, which fixed several bugs and added support for the Sony PS2 PrintFan.

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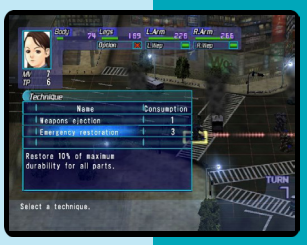

Robot Wars: Arenas of Destruction

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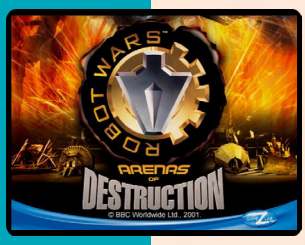
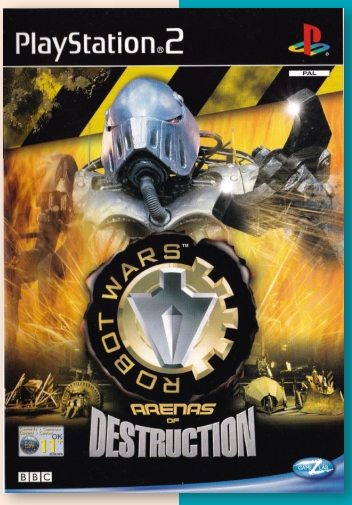




Developer	Gamezlab
Publisher	BBC Multimedia
Release date	(eu) November 1, 2002
Genre	Action
Mode	1-2 Players

Robot Wars: Arenas Of Destruction is a 2001 action game released for the PS2 and Windows, based on the BBC television series, Robot Wars.

In this game, players can fight as their own created robots, or leading robots from the series, such as Razer, in arenas around the world in order to earn money to unlock new levels and buy better robots and parts.

The player begins the game with 2000 credits and a robot called “My First Bot”. The player is then advised to sell this robot and buy a new one. A range of parts, armor, weapons and extras can be bought at different prices in the shop, or a smaller range at the scrapyard. The games system controls are highly customizable with a wide range of features for the ultimate personal robot experience.

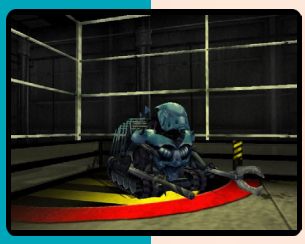
The player fights robots in championships around the world, starting at Robot Wars London studio, in order to gain prize money to unlock new levels. In the later tournaments, they need to pay money in order to go into the tournament.

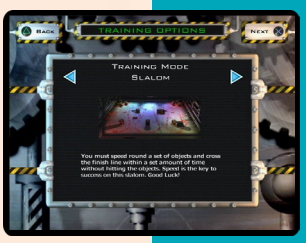
The House Robots cannot be played as, won, or bought by the player, but can be pitted-against them in a one-to-one training confrontation. The RefBot is not included in this largely-Series 4 based game, but appears in the subsequent title Extreme Destruction.

Jonathan Pearce provides commentary on statistics of the battle, the information relative to the arena and a description of the robots competing.

There is a total of 57 custom built robots to use in competition and arcade mode. Only 4 out of 57 of these are capable of self righting. There are only a handful of competitor robots that actually appeared in the televised series, including Razer, Chaos 2 and Hypno-Disc.

Te game has received mixed to negative reviews. CVG awarded the game 56 out of 100, citing unresponsive controls and lack of difficulty as the reasons for the low score.





Robotech: Battlecry

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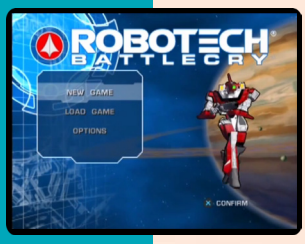
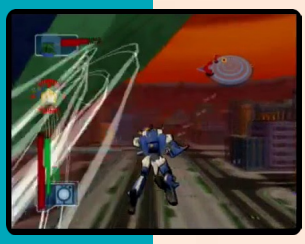




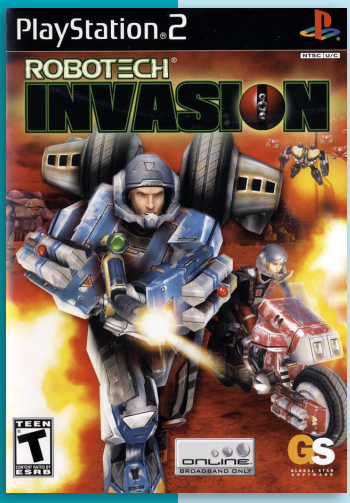
N P

Developer	Vicious Cycle
Publisher	TDK Mediactive
Release date	(us) September 25, 2002
Genre	Shooter
Mode	1-2 Players

Robotech: Battlecry is set in the Robotech universe. The game tells the entire Macross saga of Robotech, from the first contact with the Zentraedi invasion force over the skies of Macross city, to the final battle between human and Zentraedi in the scorched ruins of Earth. The player takes the role of Jack Archer, an ace Veritech pilot in the SDF.

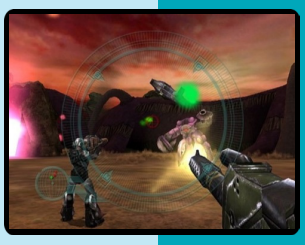
Battlecry starts with the Zentraedi attack, and as Archer, he's tasked with repelling this initial assault using his powerful transformable Veritech fighter. Veritechs are essentially three machines in one: a jet (fighter), a nimble robot (battloid), and a birdlike hybrid of both (guardian). Transforming between these three iterations of the Veritech require little more than a flick of the controller's D-pad.

Robotech: Invasion



Developer	Vicious Cycle
Publisher	Global Star Software
Release date	(us) October 5, 2004
Genre	First-person shooter
Mode	1 (8) Player(s)

5.7



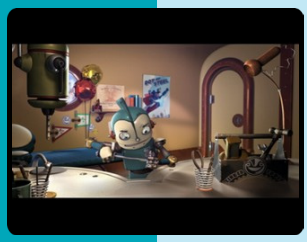
N P

Robotech: Invasion is a first-person shooter video game set in the Invid Invasion era of the Robotech saga. Instead of the distinctive, cell-shaded style of Battlecry, Invasion has a 3D textured graphic look. As with Robotech: Battlecry, Invasion used a number of the original Robotech voice cast to reprise their old roles for cameos and voice many of the new characters introduced in the game.

Compared to Robotech: Battlecry, Robotech: Invasion was a critical disappointment, receiving mixed reviews upon its release. Electronic Gaming Monthly gave the game a 5.7 out of 10, calling it *"pretty dull, even for a first-person shooter."* GamePro gave it a 2 out of 5 and commented that *"with horrible graphics that look like something an owl regurgitated, broken controls that must be wrestled with at every turn, and level designs that could turn the undead, Robotech: Invasion is an utter waste of money."*

Robots

5.3



Developer	Eurocom Entertainment Software
Publisher	Vivendi Universal Games
Release date	(us) February 24, 2005
Genre	Action-platformer
Mode	1 Player

Robots is a platform game released in 2005 by Eurocom to coincide with the film of the same name. Following roughly the same plot as the Blue Sky movie, Robots is a classic style third person, 3D platformer where the player control Rodney and battle evil bots, upgrading his various weapons and gadgets along the way. In addition to playing as the movie's hero, the player will also be able to play as his mechanical sidekick, Wonderbot - using him to explore areas that are inaccessible to Rodney. A few levels let players drive the Transport Pod, a giant metal ball Rodney uses as a vehicle. The game takes the player to locations from the movie: Rivet Town, Robot City, Big Weld's Factory, the Outmode Zone, Robot City Sewers, Big Weld's Mansion and Madame Gasket's Chop Shop.

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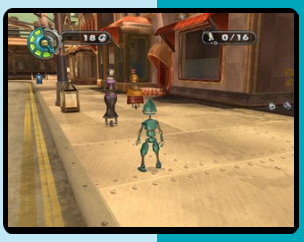

J N P

Rock N Roll Adventures

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Developer	Data Design Interactive
Publisher	Data Design Interactive
Release date	(eu) January 20, 2006
Genre	Platformer
Mode	1 Player

Rock 'n' Roll Adventures is a platforming game released in Europe on Windows, PlayStation 2, and Wii.

Similar to Ninjabread Man, there are 3 levels, plus a tutorial. In the tutorial level, the game will show the player what controls to use. For the rest of the levels, the player must collect all 8 Power Rods. Players will run, push, swipe and jump through levels with moving objects, enemies and hidden rooms. The enemies of the game are drum parts like cymbals.

The game received poor reception. IGN gave the game a 3.0/10, criticizing it for non-interesting graphics, sloppy gameplay, and bad controls. Official Nintendo Magazine pointed out that the spine of the box misspells the title as "Rock n' Roll Advneture".

Rock Band is a series of music games developed by Harmonix and MTV Games, and distributed by Electronic Arts for the Nintendo DS, iOS, PlayStation 2, PlayStation 3, PlayStation 4, PSP, Wii, Xbox One and Xbox 360 game systems. The series, inspired by Harmonix's previous efforts on the Guitar Hero series, allows up to four players to simulate the performance of popular rock music songs by playing with controllers modeled after musical instruments. Players can play the lead guitar, bass guitar, keyboard, and drums parts to songs, as well as sing into a USB microphone. Players are scored on their ability to match scrolling musical notes while playing instruments, and by their ability to match the singer's pitch on vocals.

Rock Band features instrument controllers designed for the game. However, Harmonix and other companies have attempted to provide compatibility between competing instrument controllers and music games, allowing Rock Band to be playable without use of specific controllers, and to reuse Rock Band controllers in other music games. Prior to Rock Band 3, most instrument controllers were made by MTV Games and Harmonix, with several third-party vendors supply alternate versions. On January 4, 2008, video game peripherals manufacturer Mad Catz announced it had reached an agreement with MTV and Harmonix to produce peripherals for Rock Band. This agreement also gives MadCatz the ability to bundle and sell their products with Rock Band game titles. Mad Catz continued to support the series for the release of Rock Band 4 in 2015, but in early 2016 announced financial difficulties due to weak sales of Rock Band 4. Harmonix subsequently announced that starting in 2016, Precision Designed Products will be producing and supporting instrument hardware for Rock Band 4.

The guitar controller for Rock Band, modeled after a Fender Stratocaster, is used for lead guitar and bass guitar gameplay. It has several features akin to Guitar Hero's controller, as it features five colored fret buttons on the neck of the guitar (which correspond to on-screen notes), a strum bar, and a whammy bar. To use the guitar controller, players must hold the fret button that corresponds to the scrolling colored note on-screen while simultaneously pushing the strum bar. In addition, five smaller fret buttons are located further down on the neck. These buttons can be used to play all notes in guitar solos (denoted by the note track turning blue) as hammer-ons and pull-offs, without the need to strum. The whammy bar can be used to distort the sound of held notes. A special effects switch can be used to toggle between five different guitar effects during solos and Overdrive periods (ranging from wah-wah, flange, chorus, echo, distortion, doubler, slap back echo, medium echo, and long echo), however, this switch was removed from the Rock Band 3 edition of the guitar. Overdrive for guitarists can be deployed by holding the controller in a vertical position or pressing the "Select/Back/-" button. The controller is offered in both wired and wireless versions. Rock Band games allow players to apply a "Lefty Flip" setting, supporting left-handed guitar players. The second version of the controller, distributed with Rock Band 2, introduced quieter fret buttons, a more reliable strum bar, and optical sensor and microphone to help the player calibrate the video and audio output from their television/stereo system's setup.

Rock Band 3 introduces "Pro Mode" to the Rock Band franchise for both guitar and bass players, where players finger specific strings and frets instead of colored buttons in Easy to Medium mode, while on Expert mode players are required to play the actual guitar chords and solos, note for note. Two completely new guitar controllers were developed for use in this mode - both of them legitimate MIDI guitars. The first one MadCatz created was based on the bass version of the Fender Mustang, featuring 105 buttons each representing every spot possible on the neck up to 17 frets, and a "string box" where the player strums strings, it was made of plastic and can be a step up from the legacy five

lane controllers. The second takes an authentic, actual Squier Stratocaster guitar by Fender, the complete guitar with strings and up to the standard 22 frets, added a "string box" near the strumming area for hit detection, and rebuilt the neck to have a fret-sensing feature in order to tell the game where the player's fingers are on the fret board. There is also a "mute bar" built into the guitar which can be raised or lowered; in the raised position the strings of the guitar are softly muted so as to not ring out. This mute bar is what allows the string box to detect and translate individual string hits for the game. In the lowered position, the guitar strings won't be muted and therefore lets the strings ring out for normal guitar playing outside of the Rock Band game. Tuning this specialized guitar is not necessary for playing Rock Band, as for the game the guitar functions in MIDI mode and the guitar's sound comes from sound files of the actual guitar playing in the songs painstakingly designed from audio master stems of each song for the game. Both of these officially made MIDI guitars utilize Pro Mode, allowing for accurate fingering while playing with the added effect of learning how to play the song for real on guitar, either alone or with friends playing the song with you on any other instrument or controller, even online. Of the two Pro guitars, only the MadCatz Mustang model - with 105 buttons - was capable of playing "legacy" (5-lane) guitar or bass charts. The Mustang was the first available unit, with the Squier becoming available in March 2011.

The drum set for Rock Band features four rubber drum pads and a bass pedal. The pads have colored rings around the edges that correspond to the colored notes on-screen. These pads generally represent a snare drum (red), hi-hat/tom tom (yellow), ride cymbal/tom (blue), and crash cymbals/floor tom (green), though some songs may use the pads for other percussion instruments. The pedal represents the bass drum (orange), with on-screen notes represented as orange horizontal lines across the on-screen drum track. To use the drum controller, players must strike the pads with drum sticks and press the bass pedal to match the scrolling notes on-screen. Drummers can improvise in special "freestyle drum fill" sections of songs, indicated by the on-screen columns for each note turning a solid color. The four pads will commonly change functionality to represent other drums, depending on the requirements of a song. The default pad order can be reversed using the "Lefty Mode" option in the game. The legs of the drum peripheral can adjust in height or be detached if the player wishes to place it on a table-top. The drum controller also features standard controller buttons in the middle of the peripheral for navigating in-game menus. Overdrive for drummers can be deployed by hitting the crash cymbal (green note for right-handed configuration) that appears directly after a freestyle drum fill. The second version of the controller, distributed with Rock Band 2, introduced quieter, "velocity sensitive" drum pads, a reinforced bass pedal, wireless capabilities, and compatibility with separately sold cymbals. ION Audio has also produced a premium drum kit that includes cymbals and can be upgraded with a drum brain to be used as an electronic drum kit.

The Fender Stratocaster Controller, which features 10 frets, a whammy bar, and an effects switch.

Pro mode for drums was introduced in Rock Band 3, requiring players to equip the existing drum set with up to three cymbal units. The game marks cymbal notes as circles in contrast to the regular rectangular pad notes, and the drum player is required to hit the cymbals instead of the pads for these notes when they occur. Electronic drum kits could also be used through a MIDI connection.

The microphone is a standard USB microphone. Players can use most other USB microphones, while Xbox 360 users can substitute their console's headset if they wish, though the option to use a headset over a microphone is absent in Rock Band 3 and The Beatles: Rock Band. For the most part, singers are judged on how closely they match the relative pitch of the song's vocalist. During "talking parts" that do not judge pitch, a phoneme detector picks up in-

dividual vowels and consonants of the spoken lyrics, songs that contain unclean vocals (growled or screamed vocals) are also judged in this way. Some sections without vocals will display circle notes, allowing for the microphone to be used as a tambourine and cowbell by tapping it or making vocal cues. Overdrive for singers can be deployed by making a brief sound through the microphone during sections of songs, denoted by yellow artwork in the background of the vocals interface.

A keyboard instrument was introduced with Rock Band 3. Using a special adapter, players can use any MIDI-compatible electronic keyboard to play such parts with the game. A special MIDI-compatible 25-key keyboard is manufactured by Mad Catz and is bundled with sales of the new game. This unit is shaped like a keytar and is possible to play both sitting down or standing up. The unit's neck contains the Overdrive activation button, and a touchstrip that acts as an effects bar to alter the tone of the instrument. The keyboard unit is not necessary to play non-Pro keyboard parts in Rock Band 3 as any compatible guitar controller can also be used; similarly, the keyboard can be used to play any non-Pro guitar or bass parts. However, a keyboard unit is required for the Pro versions of keyboard parts, and can only be played by a keyboard.

Like Guitar Hero, Rock Band has influenced the music culture. Alex Rigopulos and Eran Egozy, the founders of Harmonix, were together named in Time Magazine's list of the 100 most influential people of 2008 for their creation of Rock Band. In the article, guitarist Steven Van Zandt claims, *"in the history of rock 'n' roll, Rock Band may just turn out to be up there with the rise of FM radio, CDs or MTV."* Both were awarded the 2009 Game Developers Choice Pioneer Award for their influence on music video games culminating with Rock Band, and the 2010 USA Network's "Character Approved" Award for New Media in 2010 for the impact that their vision and leadership for Rock Band has had on the social nature of the game. A reality television show, Rock Band 2: The Stars, was created by VH1, featuring several players performing and being eliminated by judges Alice Cooper and Sebastian Bach. The Pennsylvania-based band, The Jellybricks, released a viral video of their song "Ruin Us" which is overplayed on footage from Rock Band 2 using avatars resembling the band members.

Rock Band appeared briefly in the "Whale Whores" episode of the South Park animated TV series, where Cartman, along with Kyle and Kenny, sang to Lady Gaga's "Poker Face"; about 5 months after the airing, Harmonix announced "Poker Face" with vocals by Cartman would be available as downloadable content for the game, along with other Lady Gaga songs featuring her vocals. The Los Angeles Times suggests that Rock Band, particularly The Beatles: Rock Band, has influenced many of the contestants in the preliminaries for the 9th season of American Idol to use songs that have appeared in these games for their auditions.

In terms of sales, Rock Band trailed the Guitar Hero series, selling only 4 million units in 2007 compared to Guitar Hero's 11.8 million. In 2008, Rock Band was the third highest brand, trailing Guitar Hero and the Mario series, with $662M in total sales for the year. Over 5.3 million copies of the games were sold in 2008, with 3.8 million of those in instrument-bundled packages. Wedbush Securities gaming analyst Michael Pachter believed that both game series would sell another 3 million units each by early 2009. Regardless, Rock Band did not generate profits for Viacom due to the cost of developing and selling the instrument peripherals. As a result, Viacom, MTV Games, and Harmonix shifted the Rock Band series into one that focused on selling songs through additional software discs and downloadable content, letting others, such as Activision, handle the creation of the game controllers.

Rock Band

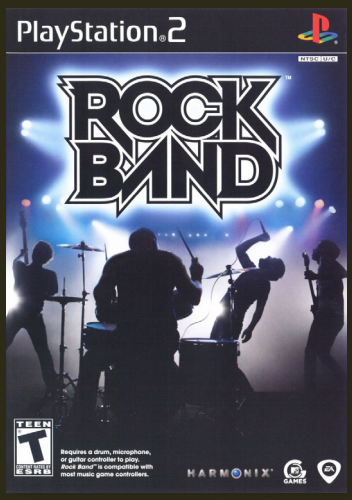
8.2

Developer	Pi Studios
Publisher	MTV Games, (eu) Electronic Arts
Release date	(us) December 18, 2007
Genre	Music
Mode	1-4 Players

Rock Band is the first title in the Rock Band series. The game was released on Xbox 360, PlayStation 3, PlayStation 2 and Wii.

Rock Band's gameplay and on-screen interface uses a combination of elements from Guitar Hero and Karaoke Revolution. Rock Band has up to three tracks of vertically scrolling colored music notes, one section each for lead guitar, drums, and bass. The colored notes on-screen correspond to buttons on the guitar and drum peripherals. For lead and bass guitar, players play their notes by holding down colored fret buttons on the guitar peripheral and pushing the controller's strum bar; for drums, players must strike the matching colored drumhead, or step on the pedal to simulate playing bass drum notes. Along the top of the screen is the vocals display, which scrolls horizontally, similar to Karaoke Revolution. The lyrics display beneath green bars, which represent the pitch of the individual vocal elements. When singing vocals, the player must sing in relative pitch to the original vocals. A pitch indicator displays the singer's accuracy relative to the original pitch. The remainder of the screen is used to display the band's virtual characters as they perform in concert.

During cooperative play as a band, all players earn points towards a common score, though score multipliers and "Overdrive" are tracked separately for each player. Overdrive is collected during select portions of a song by successfully playing all white notes within that section (or by using the guitar controller's whammy bar during white sustained notes). Once the Energy Meter is filled halfway, players can deploy their Overdrive, resulting in the "Band Meter" (which tracks how well each player is doing) changing more dramatically. This allows players to strategically use Overdrive to raise the Band Meter and pass portions of a song they otherwise might have failed. Overdrive can be used to activate score multipliers, which vary based on a player's note streak. Players can deploy Overdrive independently of each other, as well as collect additional Overdrive while it is deployed and draining.



(us) Special Edition

Each band member can choose the difficulty at which they play (spanning Easy, Medium, Hard, and Expert). If a player does not play well enough and falls to the bottom of the Band Meter, they will fail out of the song and their instrument will be muted from the audio mix. However, any active player can activate their Overdrive to bring failed players back into the song, "saving" the band member. However, a band member can only be saved twice; after the third failure, they cannot be brought back for that song. Failed players continuously drag the band's Band Meter down until they are saved. If the player is not saved before the Band Meter reaches the bottom, the band fails the song. Players can earn Overdrive bonuses from "Unison Phrases" and extra points from a "Big Rock Ending."

Unlike the PlayStation 2 and Wii version, players with the Xbox 360 or PlayStation 3 versions can create and customize their own in-game character, complete with adjustable hair, body physique, clothing, tattoos, onstage movements, and instruments.

"Band World Tour" is the game's primary multiplayer mode. It allows any combination of 2-4 local players to create a virtual band, play gigs, and tour a virtual representation of the world. Although online play is not supported for Band World Tour, players can use the "Band Quickplay" mode to play together as a band online. After creating their band, characters, and logo, the players can begin playing concerts in small venues in their hometown until they unlock vans, tour buses and private jets, which unlock other cities and continents. Successful performances also earn the band fans, stars, and in-game cash. Most cities and larger venues require the band to achieve a certain number of fans and stars before they are unlocked. In-game venues are inspired by real-life venues and often display local art styles from each of the represented cities.

For the Xbox 360 and PlayStation 3 versions, rather than complete predetermined lists of songs (like in previous Guitar Hero games), players complete unique sets of activities at each venue. Performances consist of single songs, multiple song sets, "make your own" setlists, and mystery setlists. Players are also faced with decisions that Harmonix refers to as "risk-versus-reward." For certain performances, bands are faced with an optional challenge that requires the band to average a certain number of stars for their gig in order to reap the rewards. Bands can also choose to perform a benefit concert (earning no in-game money but gaining more fans) or "sell-out" (earning more in-game money but losing fans). Additionally, for certain gigs, bands can compete for band personnel, as well as a recording deal with a record label. The "Endless Setlist" provides players with all-day concert experience, as the setlist requires playing the entire game disc's setlist from start to finish.

The PlayStation 2 and Wii versions of Rock Band contain a more stripped-down version of the Band World Tour mode, as 2–4 local players will only be able to play by completing predetermined tiers of songs ordered by difficulty. Players cannot create their own characters, nor can they choose a city, venue, or a setlist to play.

"Solo Tour" is a single-player mode offered for the lead guitar, drum, and microphone peripherals (there is no support for bass). Rather than feature the open-ended gameplay and features of the next-generation versions of Band World Tour mode, Solo Tour is structured much in the same vein as the career mode in Guitar Hero games. Players choose their character and complete

predetermined sets of songs ordered by difficulty, with each instrument's setlist ordered differently. By completing these sets of songs, additional songs are unlocked for play across all game modes.

Players can quickly play any song on any instrument individually in "Solo Quickplay". For a competitive experience, players can individually compete against each other for each instrument type in the "Tug of War" (much like Guitar Hero's "Face-off", in which players trade playing sections of a song to move a meter in their favor) and "Score Duel" (much like Guitar Hero II's "Pro Face-off", in which each player plays the song in its entirety on the same difficulty level to earn points). "Band Quickplay" mode allows bands to quickly play any song; the Xbox 360 and PlayStation 3 versions allow any combination of 2–4 local or online players to play as a band, while the PlayStation 2 and Wii versions only supports 2–4 local players. Also included in Rock Band are "Tutorial Mode", which allows players to learn how to play each instrument, and "Practice Mode", which allows players to practice songs for each instrument.

All versions of Rock Band feature the same core 58 playable tracks on the game disc; 45 of these are featured tracks in the main setlist, while the other 13 tracks are "bonus songs" by independent or lesser-known bands, as well as bands made up of Harmonix employees. In total, 51 of the 58 songs are master recordings. Featured tracks include "Dani California" by Red Hot Chili Peppers, "(Don't Fear) The Reaper" by Blue Öyster Cult, "Enter Sandman" by Metallica, "Here It Goes Again" by OK Go, "Highway Star" by Deep Purple, "Learn to Fly" by Foo Fighters, "Suffragette City" by David Bowie, "Wanted Dead or Alive" by Bon Jovi, and "Won't Get Fooled Again" by The Who.

Harmonix co-founder Alex Rigopulos commented that the game's soundtrack would be *"covering a great breadth, from metal to classic rock to Southern rock to everything in between."* Five record labels agreed to supply most of the master recordings by their artists for use in the game, including EMI Music, Hollywood Records, Sony BMG Music Entertainment, Universal Music Group's Universal Music Enterprises, and Warner Music Group's Rhino Entertainment.

As both the PlayStation 2 and Wii version lack downloadable content, Harmonix released a series of "Track Pack" standalone games that are sold in retail stores. Each volume contains several of the tracks available as downloadable content for Xbox 360 and PlayStation 3.

Harmonix Music Systems was previously responsible for making the Guitar Hero series, while RedOctane manufactured the peripherals and owned the rights to the series. However, in June 2006, RedOctane was bought by Activision, while in September 2006, Harmonix was purchased by MTV Networks. As a result of the two purchases, Harmonix would no longer be able to develop future Guitar Hero games. Instead, Neversoft, a subsidiary of Activision, would take over development; the company released Guitar Hero III: Legends of Rock on October 28, 2007. According to "The Business", Rock Band cost $200 million to develop. Harmonix's Vice President of Product Development, Greg LoPiccolo, stated that the game took about 20 months to develop, already having envisioned the possibility of different instruments before they were completed with the Guitar Hero series.

Development started around February 2006, working with industrial designers J. Hayes and contract manufacturer Canyon Creations for prototyping instruments. One of the first needs for developing Rock Band was new hardware, specifically for the drums, since they already had experience with guitar controllers from Guitar Hero. Working in tandem between software and hardware development, Harmonix spent time working on a drum controller prototype and how its track would be shown on screen. One difficulty faced was the drum bass pedal's visual representation; the four drum pads were generally

matched in visual space as to the onscreen note track, but using a standard note "gem" for bass pedals threw testers off. They eventually came to the solution of using a bar that spanned the note track for bass pedal, which worked well. Once the drum prototypes were done, they started working on the guitar controllers. Preliminary hardware pieces were completed by April 2007, leading to mass production in China for release. Harmonix noted that they had not started their discussions with their Chinese manufacturers early enough, as they needed to push a team to be in China during the principle production months from June to September 2007 to make sure initial production was completed and in transit to meet release.

Gameplay was designed to be focused around the feeling of being in a band. Initial playtests showed that there was a lack of cohesion if each member of the band just played their parts. Harmonix created its Harmonix Design Cabal from senior designers and veterans of the studio to play around with the gameplay and UI to help identify means that would encourage a more unified band. This Cabal led to the introduction of saving failing teammates, unison bonuses, bass grooves, guitar and drum solos, and Big Rock Endings in the final game. For networking, they opted to use the Quazal networking scheme rather than the platforms' current network offerings, which allowed them flexibility in Rock Band and future games. Large scale testing and debugging for their network and server capabilities was done by renting time on a supercomputer to simulate 100,000 simultaneous connections. In visual style, Harmonix used the keyword "authenticity", which drove the appearance of the costumes, based on various music genres, the in-game instruments, and the animations used during a song to simulate a music video.

In selecting the soundtrack for Rock Band, the developers recognized that they needed to select songs that were recognizable, particularly on vocals; in contrast, when they were selecting songs for Guitar Hero, they were able to pick songs that played better even if they were less recognizable. They also consider songs that would help players come together socially, such as in The Who's "Won't Get Fooled Again", where they retained the long synthesizer solo such that the band members would all start playing again after it for a big finish. The team were able to introduce songs from smaller artists that they felt were good additions, such as "Maps" by the Yeah Yeah Yeahs and "Electric Version" by the New Pornographers to help also introduce players to those classes of music. For about half the songs, they hired a studio to sing along to the lyrics as a crowd would at a stadium, such that during the game, when players are performing well, the additional crowd sing-alongs would add to the performance experience.

Current Harmonix parent company MTV provided financial support to the development process, taking advantage of its stature to facilitate deals with record companies for licensing rights to songs. Several record companies pledged their support by offering master recordings. Pressed for office space, Harmonix was forced to move its offices in the middle of Rock Band's beta period in order to support the company's 130-person staff. However, they continued to bring on more developers in order to complete the title on time. This led to several problems in bringing the newer coders on board without any technical plan, requiring the team to redesign several parts of the game, such as online matchmaking, several times to correct. Although the Xbox 360 and PlayStation 3 versions of the game were developed in-house, Harmonix outsourced development of the PlayStation 2 version to Pi Studios, as it omits certain features.

Harmonix faced difficulty in making the Xbox 360 guitar wireless, as developers are charged a licensing fee to use Microsoft's wireless technology. Had Harmonix chosen to pay the fee, the Xbox 360 and PlayStation 3 bundles of Rock Band would have sold at different price points. Instead, Harmonix chose a wired technology for the Xbox 360 bundle's guitar. In the certification process for both Xbox and PlayStation platforms, Harmonix encountered difficulty in how to assign service profiles to different instruments; while they ended with a profile management systems that met the certification requirements, the solution was concerned just functional and awkward to use.

Around 160 developers had been involved on Rock Band, though Harmonix noted they likely needed to hire more. They found the various department leads overwhelmed with tasks, despite being those that also offered the

most creative input on the game's design. Harmonix also found during development that they jumped head-first into some technical approaches which initially seemed to work but failed on larger-scale tests; the online functionality went through several such iterations.

Rock Band was first announced on April 1, 2007. Harmonix CEO Alex Rigopulos said in the announcement that Rock Band "*takes the core premise of Guitar Hero and expands it tenfold. It lets you create a complete collaborative band.*"

The "Special Edition" bundle includes the game software, as well as guitar, drum, and microphone peripherals. The PlayStation 2, PlayStation 3, and Wii bundles include a wireless guitar, whereas the Xbox 360 bundle contains a wired guitar (a separate wireless guitar is currently available for the Xbox 360). Initially, a USB hub was only included in the Xbox 360, Wii, and PlayStation 2 bundles, in order to increase the number of available USB ports on the console.

The game software was made available for purchase individually at the game's launch, allowing players with a USB microphone or a compatible guitar controller to take advantage of the vocals, lead guitar, and bass guitar gameplay. Individual Rock Band-branded instruments became available in retail stores later, starting with the drum kit on February 12, 2008. An individual wireless guitar became available on April 8, 2008.

Upon release, many players reported hardware issues with Rock Band peripherals. Many complaints stemmed from the bass drum pedal snapping in two, the Stratocaster controller's strum bar being unresponsive, and it occasionally lagging when tilted to activate Overdrive. In response to these issues, Harmonix admitted the guitars bundled with initial shipment

of the game bundles were subject to manufacturing issues and stated that they would replace all faulty peripherals. Players affected by faulty peripherals were able to take advantage of the 60-day warranty on the peripherals and obtain replacements from EA. However, a class action lawsuit was issued against Harmonix, MTV Games, Viacom, and Electronic Arts over the failures of the bass drum pedal, claiming the companies conspired to force consumers to pay for repairs or upgrade to the Rock Band 2 drum kit. Attempts were made to settle the lawsuit in 2008, but were unsuccessful. In September 2009, the original plaintiff dropped the lawsuit.

Prior to release, EA CEO John Riccitielo remarked that the company would not be able to meet the high demand for Rock Band in the 2007 holiday season, stating, *"We're not going to be able to put enough inventory to meet demand in North America or Europe this calendar year or this fiscal [year]."* This prompted many retailers to limit the number of preorders they sold before the game was released.

IGN awarded the game a 9.4/10 score and an Editor's Choice Award for the Xbox 360 and PlayStation 3 versions. IGN largely praised the game, calling it *"one of the must-have games of the year"* and suggesting it *"may just be among the best party games ever released."* 1UP.com gave the next-generation versions of the game an A, stating that *"Rock Band unquestionably, unequivocally rocks."*

Most critics have commended the Xbox 360 and PlayStation 3 versions of Rock Band for the game's group gameplay, the depth of Band World Tour mode, and the introduction of a drum peripheral. Common complaints about the game focus on the different feel of the packaged Fender Stratocaster controller, as

well as the game's Solo Tour modes not being as enjoyable as the multiplayer offerings. IGN's video review lamented the lack of a single player Band World Tour mode.

The PlayStation 2 version of the game was well received, but was subject to criticism for the omission of the character customization features, as well as the stripped-down Band World Tour mode. GameSpot rated it an 8.0/10, stating that *"Rock Band is still a lot of fun on the PS2—it's just nowhere near the ideal version of the experience."* IGN.com rated it an 8.4/10, noting that the removed features made the game feel like a *"lessened"* version, but that the game still *"succeeds because it's infinitely fun to play with your friends."*

The Wii version is basically the same as its PlayStation 2 counterpart, but IGN criticized it for its late release and their effort in completing a full game. However, IGN noted that the drum controller is an improvement over the original version, stating, *"The pads are quieter and the kick pedal will withstand more abuse."*

By October 9, 2008, the game sold four million units and generated global revenues of $600 million. The sales of Rock Band helped Viacom to become the fifth-largest video game publisher in the United States, although analysts estimated that Viacom was only breaking even on sales of the game. In a March 2011 list, the NPD Group listed Rock Band as the fifth-highest-grossing video game in the United States since 1995, earning $670.7 million in revenue.

By May 2011, over 100 million songs had been downloaded from the Rock Band music store. Viacom estimated that it is averaging the sale of 1 million downloadable songs every 9 days. The popularity of some tracks also led to groups considering releasing more material for the game. Rush's alternate version of "Working Man" released only for Rock Band was met with so much praise from players of Rock Band that the group released the song for download through iTunes, as well as considered making full albums available, which they went on to do for their 1981 album Moving Pictures, released for the game two months later.

Prior to the game's release, Rock Band was featured at the 2007 E3 convention, garnering attention and several awards.

After its release, Rock Band won dozens of awards covering game releases from 2007.

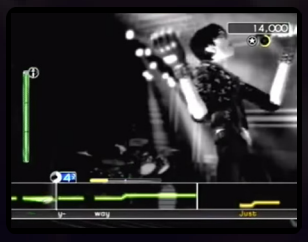
Like the Guitar Hero series, Rock Band has had a significant impact on culture. Alex Rigopulos and Eran Egozy, the founders of Harmonix, were together named in Time Magazine's list of the 100 most influential people of 2008 for their creation of Rock Band. In the article, guitarist Steven Van Zandt claims, *"in the history of rock 'n' roll, Rock Band may just turn out to be up there with the rise of FM radio, CDs, or MTV."*

In 2008, EA, MTV, and Harmonix were sued by the Gibson Guitar Corporation for violation of the 1999 U.S. Patent 5,990,405, which Gibson claims covers technology that simulates a concert performance via pre-recorded audio and a musical instrument; this follows similar action that Gibson has taken against the Guitar Hero series, which was later settled out of court. The Gibson-Harmonix case was put on hold shortly after its filing to allow the United States Patent and Trademark Office to open a re-examination of the 405 patent. On subsequent review, the 405 patent was modified to more exactly define the type of musical instrument that the patent covers, as the original language had conflicted with U.S. Patent 5,488,196. Due to the change in language, Harmonix sought to have the case go forward and requested a summary judgement, believing that the new language of the 405 patent did not include the Rock Band controllers. The case was settled between all parties under non-disclosed terms.

On July 10, 2008, Konami filed a separate lawsuit against Harmonix, Viacom, and MTV attempting to block the sale of Rock Band, over infringement of their patents on a "musical-rhythm matching game" issued in 2002 and 2003, including U.S. Patent 6,390,923. An MTV spokesperson expressed that the lawsuit was *"extremely surprising"* and that they intend to defend themselves against the suit. Viacom issued a countersuit against Konami, claiming that Rock Band significantly improves on Konami's original patent, and that their Rock Revolution game uses controllers that are similar to Rock Band. Both suits were settled for undisclosed terms in September 2010.

Rock Band 2

8.3



Developer	Pi Studios
Publisher	MTV Games, (eu) Electronic Arts
Release date	(us) December 18, 2008
Genre	Music
Mode	1-4 Players

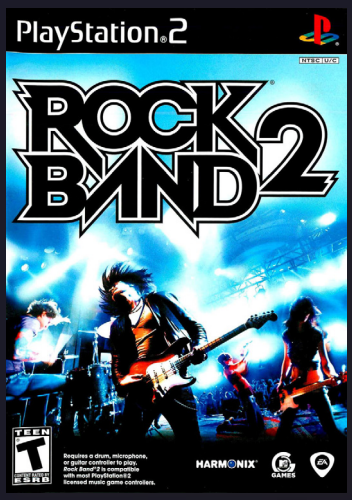
Rock Band 2 is the sequel to Rock Band and is the second title in the series. The core gameplay is mostly unchanged from the original Rock Band. Players use controllers modeled after musical instruments to simulate the performance of rock songs. Players use these instruments to play scrolling musical "notes" on-screen in time with the music.

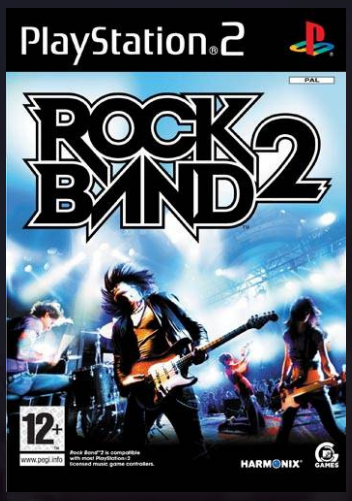
All of the original Rock Band peripherals are compatible with Rock Band 2 for the same console. Similarly, the newly designed peripherals for Rock Band 2 are backwards compatible with the original Rock Band.

The game features Rock Band 2-branded guitar controllers modeled after the Fender Stratocaster. The guitar is nearly identical to the original Rock Band Stratocaster in terms of gameplay, featuring ten colored fret buttons, a strum bar, a whammy bar, and an effects switch. Improvements to the new guitar include a sunburst paint job, a more reliable strum bar and Overdrive accelerometer, a self-timing calibration, and quieter fret buttons. The bass drum pedal from the drum set can also be used with the guitar to activate Overdrive mode.

The bundled drum controller is also similar to the one featured in the original Rock Band. It features four rubber drum pads and a kick pedal. New improvements include velocity-sensitive drum pads (the force of the drum hits will dictate the in-game volume) with more rebound and less noise, a metal-reinforced kick pedal, expansion plugs for separately sold cymbals manufactured by Mad Catz, and wireless capabilities.

Rock Band 2's USB microphone instrument is identical to the microphone from the original game. Singers are judged by pitch, or during "talking parts", their ability to enunciate spoken vocals. The phoneme detection system used for atonal vocal parts has been completely replaced with a new, more lenient engine, and songs imported from Rock Band and pre-existing downloadable content will be converted to use the new phoneme system.





Harmonix and MTV Games have also provided limited edition instruments, including an authentic Fender Squier Stratocaster guitar and Precision Bass retrofitted with the game's input controls by Mad Catz. Additionally, Ion Audio is selling a "Premium Drum Kit" that not only works within Rock Band 2, but can also be expanded into an electronic drum kit through the purchase of a separately sold drum brain. The "Premium Drum Kit" features four drum pads, two cymbal pads (with the option of a third), and a bass pedal.

Unlike Rock Band, which segregated the single-player Solo Tour mode and the multiplayer Band World Tour mode, Rock Band 2 features a single "Tour" mode that makes no distinction of the number of players. Any combination of 1–4 players, both online and local, can create a band composed of the player(s)' virtual characters. A band leader is no longer necessary, allowing the characters within the band lineup to change at will, as well as swap instruments. The band must also select a name and hometown before proceeding to their "practice space". From here, the band can choose to "Start Tour", undertake "Tour Challenges", or compete with other bands in "Battle of the Bands."

If the band chooses to "Start Tour", they will enter the game's equivalent of the original Rock Band's Band World Tour mode, allowing the band to play gigs and tour a virtual representation of the world.

Unlike the original Rock Band, players can designate custom characters as "stand-in musicians" for their band members on a specific instrument, which will appear when the instrument in question has no player instead of a random preset character made by Harmonix.

Also included in Rock Band 2 is a "Training" mode, which will help players learn how to play each instrument. Within this mode is the "Drum Trainer", which will help players improve on the drums through a "Beat Trainer" (with dozens of drum beats to practice), "Fill Trainer" (which will teach players how to perform better drum fills), and a "Freestyle Mode" (which will allow player to freeplay the drums). The "Extras" menu of the game allows "modifiers" to be activated; some of these include "No Fail Mode", which will allow playing through songs without anyone being able to fail, and a "Breakneck Speed" mode, similar to the Hyperspeed mode in Guitar Hero III: Legends of Rock which doubles the track's scrolling speed. The "Score Duel", "Tug of War", "Quickplay", and "Tutorial" modes from the original Rock Band are also retained.

All 84 tracks included with the Rock Band 2 game disc utilize the songs' master recordings; 75 of these are featured tracks in the main setlist, while the other 9 tracks are "bonus songs" by independent or lesser-known bands, as well as bands made up of Harmonix employees. Featured songs include "Ace of Spades" by Motörhead, "Any Way You Want It" by Journey, "Everlong" by Foo Fighters, "Let There Be Rock" by AC/DC, "My Own Worst Enemy" by Lit, "Pinball Wizard" by The Who, "Psycho Killer" by Talking Heads, "Spoonman" by Soundgarden, and "White Wedding" by Billy Idol. The song "Shackler's Revenge" from the long-delayed Guns N' Roses album Chinese Democracy is part of the soundtrack, and signalled the eventual release of the album, which occurred in November 2008.

A sequel to Rock Band had been reported as in development for release in late 2008 in a Wired blog by Chris Kohler. According to Kohler, Har-

monix was working on improving the instrument controllers, but the current controllers would be forward compatible with Rock Band 2. Kohler's piece also stated that the game would likely include similar features as announced for Guitar Hero World Tour, also planned for release in late 2008.

Eric Brosius, Harmonix's Audio Director, described the process of selecting songs for Rock Band 2 as organic, allowing the set list to grow as needed with influence from fans' reaction to the first game but without any specific vision of the final list, and knowing that tracks that failed to make the main disc content would end up as content for download. The team often licensed several songs from a single group, and then selected one that would be the most satisfying for all players in the game; additional songs not used in the main set list will likely appear as downloadable content in the future, though the initial twenty songs to be made available immediately after Rock Band 2's release featured new bands. The final setlist features songs with harder drum and vocal parts compared to Rock Band, in consideration that a "second generation" of players now exist who are familiar with the instruments on the first Rock Band. Songs were censored where necessary to achieve the desired game ratings; however, the team did not alter songs that had suggestive themes. Brosius stated that the inclusion of Guns N' Roses' "Shackler's Revenge" was due to the team knowing they wanted a Guns N' Roses song, then determining that they wanted one off the "mysterious" Chinese Democracy album; Axl Rose helped the team to select the specific song.

Rock Band 2 was officially announced by EA Games on June 30, 2008, and was presented at the 2008 E3 conference. The game premiered exclusively on the Xbox 360 on September 14, 2008 as a result of a marketing agreement with Microsoft. All other versions of the game, including the PlayStation 3 and Wii versions, were released later in the year. The Wii version supports downloadable content and the same multiplayer modes as the Xbox 360 and PlayStation 3 version. The PlayStation 2 version does not have these features.

A special Rock Band 2 premiere event at the 2008 E3 conference was held on July 16, 2008, featuring a performance by surprise special guest The Who, in conjunction with the release of "The Best of The Who" pack as downloadable content. A "Rock Band Live" concert tour toured North America in October and November 2008, and featured bands such as Panic! at the Disco, Dashboard Confessional, Plain White T's and The Cab, as well as local acts selected by radio promotions, contests, and on-site at each show. All acts featured during the tour included songs available as downloadable content for the game prior to the tour. Mark Burnett, along with MTV, sponsored an "Ultimate Rock Band Experience" in Los Angeles, California for the launch of Rock Band 2, offering the chance for any four-member set of players to participate in the competition; it was speculated that this would be the basis for a new reality television show, although no such show was produced. An early public showing/demo of Rock Band 2 attended by lead designer Dan Teasdale and other Harmonix Music Systems personnel took place on September 2, 2008, at Ground Kontrol, a video arcade in Portland, Oregon that puts on weekly "Rock Band Tuesdays" events.

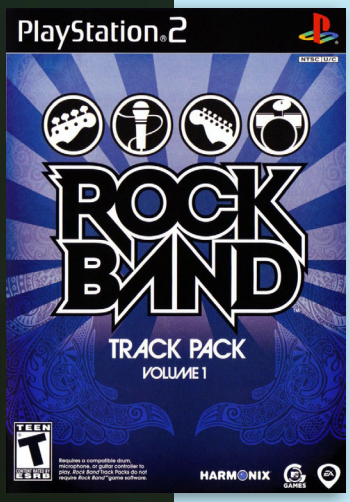
Rock Band 2, like its predecessor, was met with critical acclaim. 1UP.com likened it to a *"system update"* rather than an entirely new game, describing it as *"a collection of interface tweaks and non-earth-shattering new features designed to make the Rock Band experience more enjoyable and less frustrating"*. The "No Fail" mode has been recognized as a very useful feature for balancing the skill levels of players at different levels, particularly inexperienced players.

The Xbox 360 version of Rock Band 2 was the third best-selling game in North America during September 2008, selling 363,000 copies. and also has an average critic review score of 92% on Metacritic, tying it for the 11th highest-rated game for the Xbox 360 and the 7th highest-rated game on the PlayStation 3. The Xbox 360 version continued to sell more than 119,000 copies in October 2008, while a similar number of units were sold of the PlayStation 3 version following its October debut. Rock Band 2 sold 1.7 million units across all platforms in North America in 2008, about half as many as Guitar Hero World Tour.

Game Informer considered Rock Band 2 their "Game of the Month" when it was released, and then in their list of the 200 best games of all-time.

7.9

Rock Band: Track Pack Volume 1



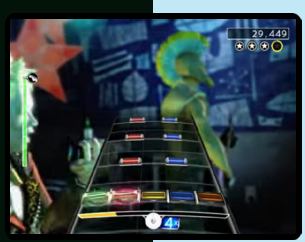
Developer	Harmonix Music Systems
Publisher	MTV Games
Release date	(us) July 15, 2008
Genre	Music
Mode	1-4 Players

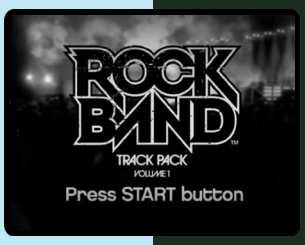
Rock Band Track Packs (called Song Packs in Europe and Australia) are a series of supplemental media discs for the Rock Band series. The packs are developed by Harmonix and Demiurge Studios (earlier packs were developed with Pi Studios), and distributed by MTV Games and Electronic Arts. The track packs are fully functional stand alone games and do not require separate Rock Band titles to play; however, on consoles that support downloadable content, the songs from these packs can be integrated with other Rock Band titles.

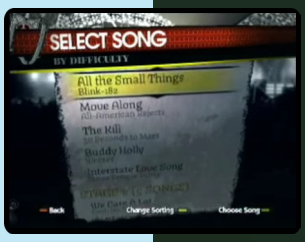
Rock Band Track Pack Vol. 1 (Rock Band Song Pack 1) was released for the Wii and PlayStation 2. This disc contains 20 songs previously released as downloadable content for the PlayStation 3 and Xbox 360. As there are only 20 songs, all tracks have been re-arranged into “Stages” instead of Tiers, with four “Stages” in total.

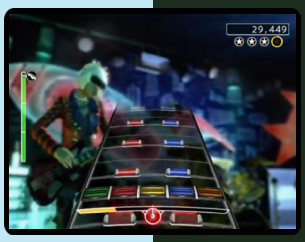
The following songs are featured on this track pack:

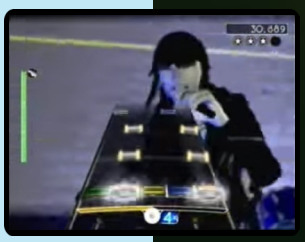
“All the Small Things” - Blink-182
“Buddy Holly” - Weezer
“Calling Dr. Love” - Kiss
“Crushcrushcrush” - Paramore
“Die, All Right!” - The Hives
“Gimme Three Steps” - Lynyrd Skynyrd
“Interstate Love Song” - Stone Temple Pilots
“Joker & the Thief” - Wolfmother
“Little Sister” - Queens of the Stone Age
“Live Forever” - Oasis
“March of the Pigs” - Nine Inch Nails
“Moonage Daydream” - David Bowie
“More Than a Feeling” - Boston
“Move Along” - The All-American Rejects
“Siva” - The Smashing Pumpkins
“Synchronicity II” - The Police
“Teenage Lobotomy” - Ramones
“The Kill” - Thirty Seconds to Mars
“Truckin’” - Grateful Dead
“We Care a Lot” - Faith No More





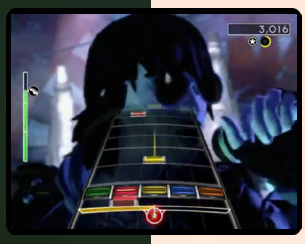


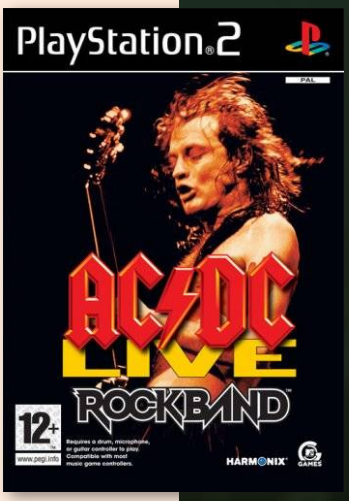




AC/DC Live: Rock Band Track Pack

7.5



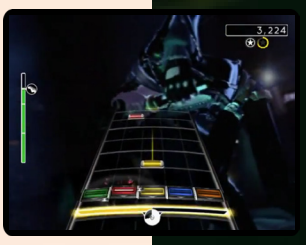


Developer	Harmonix Music Systems
Publisher	MTV Games
Release date	(us) November 2, 2008
Genre	Music
Mode	1-4 Players

AC/DC Live: Rock Band Track Pack (AC/DC Live: Rock Band) was released for the PlayStation 2, PlayStation 3, Xbox 360 and Wii. The pack contains all 18 tracks from AC/DC's Live at Donington DVD. The game, through pre-existing licensing deals that AC/DC has with the retail chains, was only available at Wal-Mart and Sam's Club. This exclusivity agreement was only applicable in the United States, and ended on November 4, 2009 when GameStop began selling new copies of the game for $20. Each copy of the track pack includes a code that can be redeemed online to allow Xbox 360 and PlayStation 3 owners to download the content to their console for use in other Rock Band titles. The track pack retails for $30 for the PS2 version and $40 for other consoles. Harmonix has confirmed that the songs will remain exclusive to the disc release, citing AC/DC's preference to sell their music as full albums instead of singles. They have not ruled out releasing the content in the future should the band's views change.

The following songs are featured on this track pack:

"Back in Black" (Live)
"Dirty Deeds Done Dirt Cheap"
"Fire Your Guns" (Live)
"For Those About to Rock (We Salute You)" (Live)
"Heatseeker" (Live)
"Hell Ain't a Bad Place to Be" (Live)
"Hells Bells" (Live)
"High Voltage" (Live)
"Highway to Hell" (Live)
"Jailbreak" (Live)
"Let There Be Rock" (Live)
"Moneytalks" (Live)
"Shoot to Thrill" (Live)
"T.N.T." (Live)
"The Jack" (Live)
"Thunderstruck" (Live)
"Whole Lotta Rosie" (Live)
"You Shook Me All Night Long" (Live)



Rock Band Track Pack Volume 2

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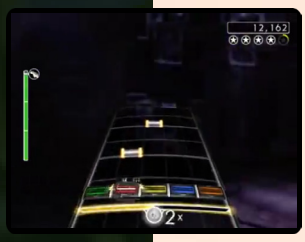


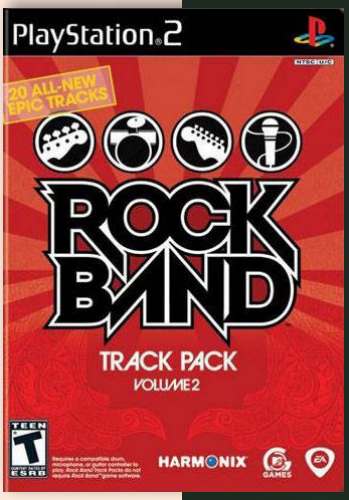
N P

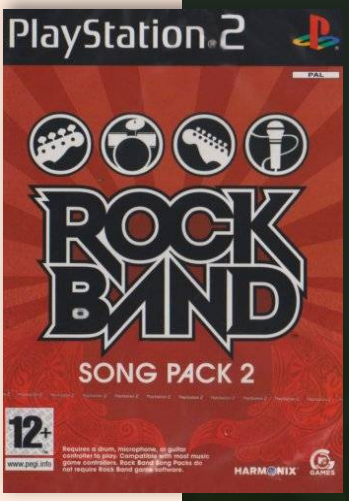
Developer	Harmonix Music Systems
Publisher	MTV Games
Release date	(us) November 17, 2008
Genre	Music
Mode	1-4 Players

Rock Band Track Pack Vol. 2 (Rock Band Song Pack 2) feature 20 master recordings previously released as downloadable content on the Xbox Live Marketplace and PlayStation Network Store. Unlike the first expansion, Vol. 2 is available on the Xbox 360 and PlayStation 3 as well as the Wii and PlayStation 2.

The following songs are featured on this track pack:

"Afterlife" - Avenged Sevenfold
"Call Me" - Blondie
"El Scorcho" - Weezer
"Girl U Want" - Devo
"Girls Who Play Guitars" - Maxïmo Park
"Indestructible" - Disturbed
"It Hurts" - Angels & Airwaves
"Just What I Needed" - The Cars
"Message in a Bottle" - The Police
"Monkey Gone to Heaven" - Pixies
"Rio" - Duran Duran
"Saints of Los Angeles" - Mötley Crüe
"Simple Man" - Lynyrd Skynyrd
"Snow ((Hey Oh))" - Red Hot Chili Peppers
"The Perfect Drug" - Nine Inch Nails
"This Ain't a Scene, It's an Arms Race" - Fall Out Boy
"Time Is Running Out" - Papa Roach
"Why Do You Love Me" - Garbage
"You've Got Another Thing Comin'"
"Zero" - The Smashing Pumpkins





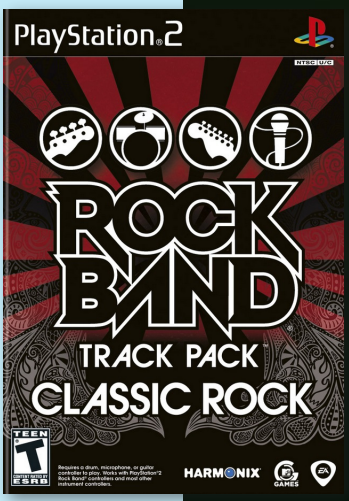
Rock Band Track Pack: Classic Rock

5.5

N

Developer	Harmonix Music Systems
Publisher	MTV Games
Release date	(us) May 19, 2009
Genre	Music
Mode	1-4 Players

Rock Band Track Pack: Classic Rock is an expansion disc for the Rock Band series featuring 20 master recordings previously released as downloadable content on the Xbox Live Marketplace and PlayStation Network Store. The pack is available for Xbox 360, PlayStation 3, Wii, and PlayStation 2.



Rock Band Country Track Pack

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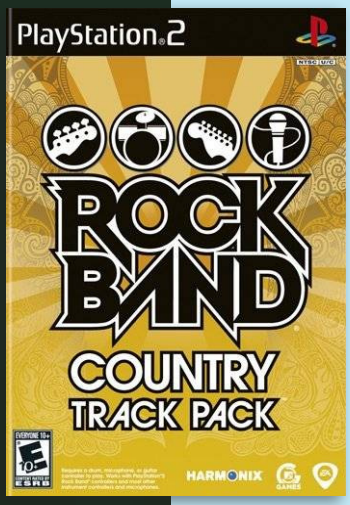


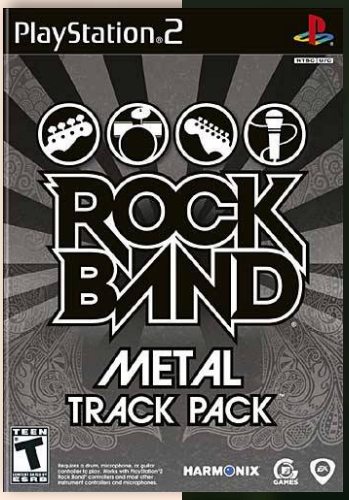
Developer	Harmonix Music Systems
Publisher	MTV Games
Release date	(us) July 21, 2009
Genre	Music
Mode	1-4 Players

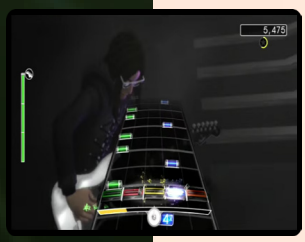
Harmonix released a fifth track pack for the Xbox 360, PlayStation 3, Wii, and PlayStation 2. The disc features 21 songs, and for the first time includes songs never before seen in the Rock Band series. These songs were exclusive to Rock Band Country Track Pack for a limited time before being released to the Rock Band Music Store by late 2009 and early 2010. The Track Pack can also be played as a standalone game for all systems in the same manner as the AC/DC Track Pack and Track Pack Vol. 2.

Rock Band Metal Track Pack

6.6

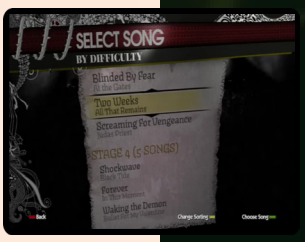
Developer	Harmonix Music Systems
Publisher	MTV Games
Release date	(us) September 22, 2009
Genre	Music
Mode	1-4 Players



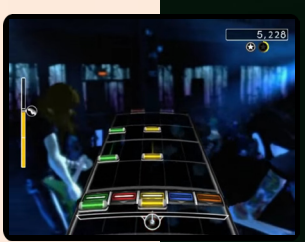


The track pack contains 20 songs, featuring a mix of new songs as well as those previously released as downloadable content. The songs debuting in this track pack were made available through the Rock Band Music Store on January 26, 2010. This was the last Rock Band game for the PS2.

The following songs are featured on this track pack:



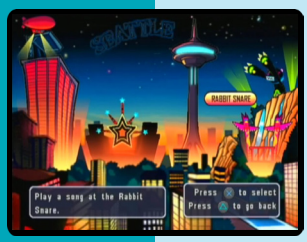
“3’s and 7’s” - Queens of the Stone Age
“Are You Dead Yet?” - Children of Bodom
“Blinded by Fear” - At the Gates
“Bulls on Parade” - Rage Against the Machine
“Closer” - Lacuna Coil
“D.O.A.” - The Haunted
“Forever” - In This Moment
“Hair of the Dog”- Nazareth
“I Stand Alone” - Godsmack
“Killed by Death ‘08” - Motörhead
“Laid to Rest” - Lamb of God
“Levitate” - I Mother Earth
“Master of the Universe” - Hawkwind
“Red Devil” - Yngwie Malmsteen’s Rising Force
“Screaming for Vengeance” - Judas Priest
“Shockwave” - Black Tide
“Thrasher” - Evile
“Transmaniacon MC” - Blue Öyster Cult
“Two Weeks” - All That Remains
“Waking the Demon” - Bullet For My Valentine

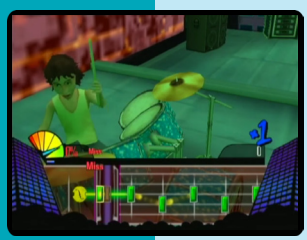


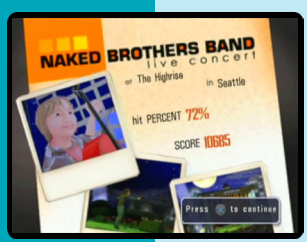
2.0

Rock University Presents:
The Naked Brothers Band The Video Game

N P







Developer	THQ
Publisher	THQ
Release date	(us) October 20, 2008
Genre	Music
Mode	1-2 Players

The Naked Brothers Band: The Video Game is the console version of the NintendoDS game, Rock University Presents the Naked Brothers Band. There are new songs made especially for the game like “Haunted Hotel”, “Will You be Mine”, and “Caught Cheating” will not have Nat singing.

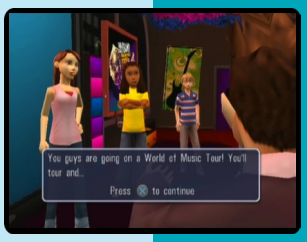
It follows the story of the Naked Brothers Band members, who are starting a worldwide tour planned by their manager. By taking the roles of the different band members and playing their instruments (Drums, Guitar, Cello, Bass, Keyboard and Vocals), the player has to win the audience of each concert, then play a multi-song concert at one of the unlocked venues. Getting more popular will unlock new cities and new venues for the tour. As the player progresses, bonus songs, new instrument visuals and character outfits can be unlocked. The unlocked material can then be used in the Jam Session mode or in Party mode.

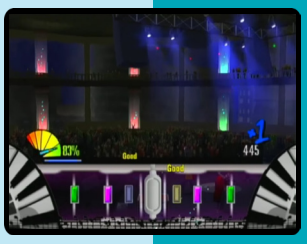
The Party mode allows two players to play cooperatively or against each other. In coop, each player chooses a character to play, and they combine their scores, and in versus mode, both player compete using the same character in the same song. The venue, character and song are selected by the first player.

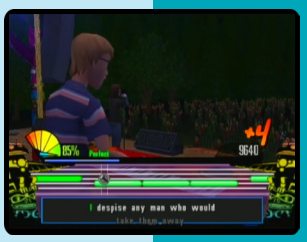
All instruments play using the controller, except the vocals that can be played using either the controller or a microphone. As in other similar games, score is based on the player’s success at accurately hitting the on-screen indicators for the different instruments. The result screen at the end of a song shows the player’s hit percentage and overall score.

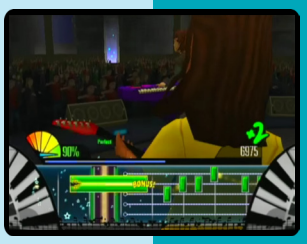
The Wii version of the game was met with several negative reviews. The game was criticized for bad presentation, graphics, as well as misspelling of the lyrics in the game. Also, on the PlayStation 2 version, songs like “I Could Be” and “Three Is Enough” lets the player do vocals as Nat but has Alex singing the lead vocals instead. Also on that version, the song “Eventually” leaves out some words.

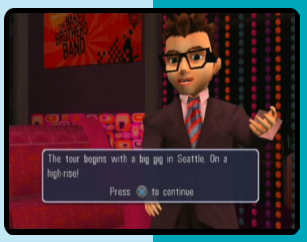
“mobygames.com”











Rock'n Megastage

5.7

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) June 22, 2000
Genre	Music
Mode	1-2 Players

The follow-up to Jaleco's Stepping Selection, Rock'n Megastage puts players in control of four musical instruments (Bass, Drums, Guitar, and Keyboards) as they perform on a live stage while playing different J-Pop singles. The game was bundled with a foot controller that is used to manipulate the drums.

Rock'n Megastage has almost three dozen cover songs in all and feature artists as Brilliant Green, ZARD, Aiko, Ayumi Hamasaki, and several, several more. There are five different modes to select from, including Arcade, Original, Training, Story, and Music Collection.

"ign.com"

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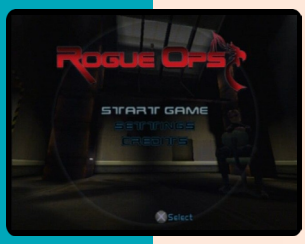
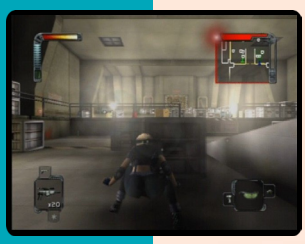
Rogue Ops

6.1



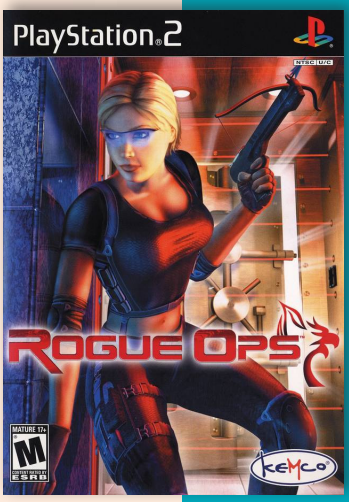


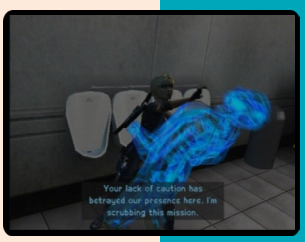
J N P

Developer	Bits Studios
Publisher	Kemco
Release date	(us) October 29, 2003
Genre	Stealth
Mode	1 Player

In Rogue Ops the player assumes the role of Nikki Connors, an ex-Green Beret whose husband and child are killed by Omega 19, a brutal terrorist organization. She then joins Phoenix, an almost as brutal counter-terrorism organization to seek revenge.

Rogue Ops is a third-person stealth-based action adventure title in the vein of Splinter Cell series. Many levels allow for a variety of tactics to be used, so often players may shoot everything that moves or simply sneak through entire missions. However, a few missions will require that no enemy alarms be set off, meaning players will have to dispose of enemies quietly and hide the bodies from detection. As in the Metal Gear and Splinter Cell series, a variety of spy gadgetry (fly cam, retinal scanner, etc.) and weapons (throwing stars, sniper rifle, remote-controlled mines, etc.) are used during the various missions, and hand-to-hand combat is involved during close encounters with the enemy.





Rocket Power: Beach Bandits

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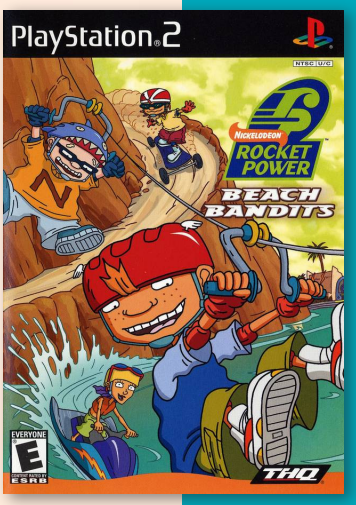


Developer	Evolution Games
Publisher	THQ
Release date	(us) September 20, 2002
Genre	Action-platformer
Mode	1-2 Players

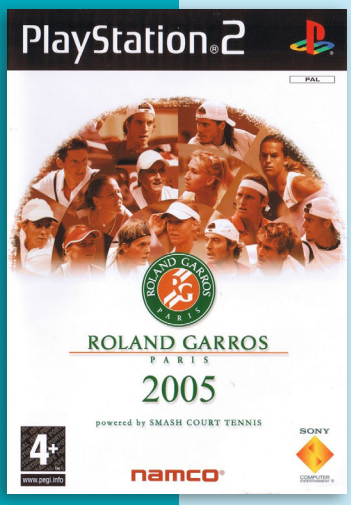
Rocket Power: Beach Bandits is derived from the Nickelodeon cartoon Rocket Power. It's summer time at Ocean Shores, but the sand at the beach has disappeared. Otto, Reggie, Twister and Sam from Rocket Power are surprised by the sands disappearance, and now want to get the sand back.

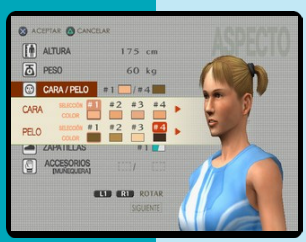
Players have to help them by going around Ocean Shores to get answers about the places the sand could have been taken, getting help from other residents of Ocean Shores.

Players use a Hockey Stick to fight robots and collect items like smoke bombs, by riding a skateboard.

Roland Garros 2005: Powered by Smash Court Tennis

6.9





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Developer	Namco
Publisher	SCEE
Release date	(eu) May 18, 2005
Genre	Sports
Mode	1-2 (4) Players

The game is an official videogame for the 2005 French Open. The game was launched exclusively for the PlayStation 2.

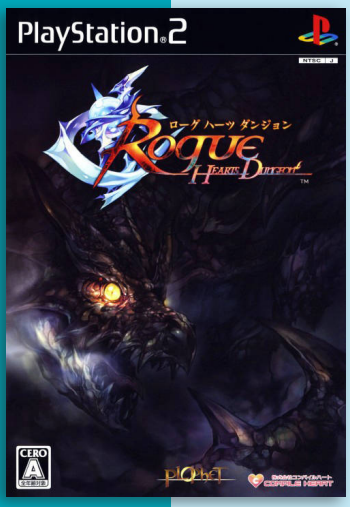
The game, which is an updated version of Smash Court Tennis Pro Tournament 2, feature 15 licensed players and 4 official courts of the tournament: Court Philippe Chatrier, Court Suzanne Lenglen, Court 1 and Court 2.

In gameplay, the game is similar to most other tennis games, but it differs from games such as Virtua Tennis by having some emphasis on stamina (some players get tired faster than others, and not only run slower but also lose power to return the ball on longer matches) and by forcing the player to hit the ball as well-timed as possible - a "nice" ball (with a yellow visual cue near the racquet) will be much harder to return, as it will bounce away faster from the player.

By completing certain goals, the player unlocks additional items, such as clothing, music tracks, trivia cards and secret players.

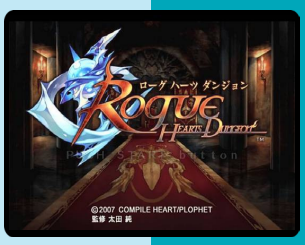
Rogue Hearts Dungeon

7.4



Developer	Compile Heart
Publisher	Compile Heart
Release date	(jp) April 26, 2007
Genre	Role-playing, Rouge
Mode	1 Player

Rogue Hearts Dungeon is a roguelike game released from Compile Heart in 2007. The title is based on the 1984 game, Rogue, which became the prototype for the current Rouge-RPG. In the game, the player searches for a dungeon of fate overflowing with unknown monsters. The object of the game is to obtain the target item in the deepest part of the dungeon. Along the way, the player-character must fend off an array of monsters.



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Roller Coaster Funfare

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) October 12, 2007
Genre	Mini-games
Mode	1-2 Players

Roller Coaster Funfare is a party game published by Phoenix and released in Europe in 2007.

The game feature a collection of 5 mini-games: Mini golf, airboat racing, bumper cars, a shooting gallery and table football. Unlike what the title or cover may suggest, there is no roller coaster.... The object of the game only revolves around the highest score.

P

Room Zoom

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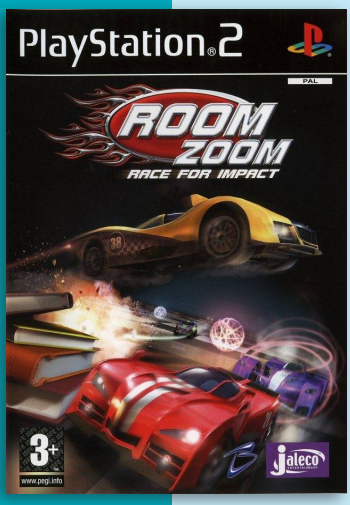
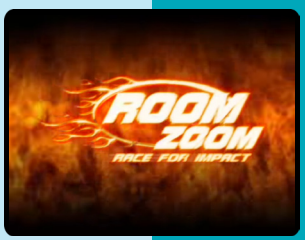


Developer	Blade Interactive
Publisher	Jaleco Entertainment
Release date	(eu) March 25, 2005
Genre	Racing
Mode	1-2 Players

Room Zoom: Race for Impact is an arcade racing game where players race across a house called the Room Zoom manor.

A roster of sixteen cars is available as well as eight tracks. While racing across the house the player can pick up power-ups. These include a shield, nitro, fire ice and lighting. Two bonus modes are also included: car soccer and domination mode.

"mobygames.com"



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7.6

RockMan: Power Battle Fighters

Developer	Capcom
Publisher	Capcom
Release date	(jp) August 5, 2004
Genre	Compilation, Action
Mode	1-2 Players

Mega Man: The Power Battle is an arcade game and a spin-off title for the Mega Man series. It was released in Japan in 1995 and was followed by a sequel, Mega Man 2: The Power Fighters, the following year. Both games—which were the first and only arcade titles ever to exist within the Mega Man franchise—were ported to home consoles in North America in 2004 as part of the Mega Man Anniversary Collection for PS2, GameCube and Xbox and in Japan during the same year as part of two game compilation titled Rockman Power Battle Fighters, also for the PS2.

The first game allows the player to choose between three playable characters: Mega Man, Proto Man, and Bass. The second games includes Duo, the new addition to the cast. Two players can play the game simultaneously as different characters and team up to defeat the bosses.

The gameplay for both games is similarly to the main Mega Man games - the player uses one button to jump, and one to fire the character's arm-mounted energy weapon. Holding the fire button charges the weapon in order to release a stronger blast. Holding down while pressing the jump button makes the character perform a dash, the appearance of which varies between characters.

After selecting a character, the player chooses between three "stories", with each one having different Robot Masters from various games. The "stories" are Mega Man 1-2, 3-6, and Mega Man 7. Upon choosing a "story", the game quickly pans through the various levels, letting the player choose one roulette-style.

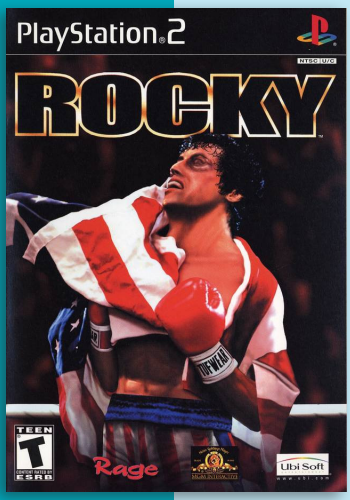
Unlike the first game, The Power Fighters lets the player choose freely between Robot Master stages, and is given some hints on what the Robot Masters weaknesses are.

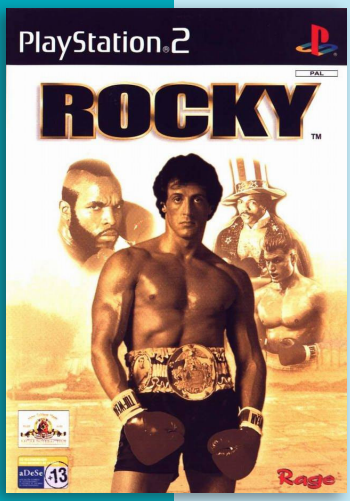
A level is largely different from the mainstream Mega Man games; instead of going through an entire stage and fighting the Robot Master as a boss at the end, the player faces the Robot Master immediately, in a fight reminiscent of Capcom's Street Fighter series. Defeating a Robot Master earns the player their weapon, which can be switched to by pressing a button. Like in most Mega Man games, each Robot Master is weak to another one's weapon, so the player can fight through them in a "rock-paper-scissors"-style.

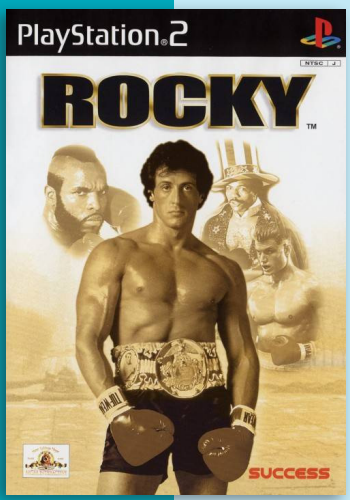
The Rockman: The Power Battle and Rockman 2: The Power Fighters was also released as a soundtrack. Its soundtracks contains arranged pieces from previous Mega Man games.

Rocky

7.4







Developer	Rage Software
Publisher	Rage Software, (us) Ubisoft, (jp) Success
Release date	(eu) November 15, 2002
Genre	Sports
Mode	1-2 Players

Rocky is a fighting game based on the Rocky movies. In the game the player controls Rocky Balboa on his journey from a club fighter, facing opponents like Spider Rico, until his championship bout against Apollo Creed and beyond.

The gameplay mirrors that of any other boxing game of its generation.

In Story Mode, the player takes control of Rocky Balboa fighting many opponents, either new or already existent within the film series. Regular boxing match rules apply to any fight: winning depends on how many punches the player has landed or if his/her opponent has been knocked down and not got up within a ten-second time limit. The maximum number of rounds in a match is fifteen, and a round may last for a maximum of 180 seconds. Story Mode also includes training minigames, where the player can increase Rocky's stats. Each individual minigame increases a specific stat:

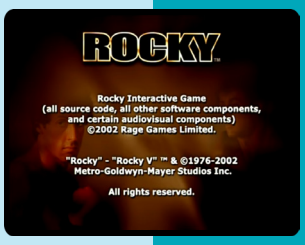
- Punching Mitts: Strength
- Speed Bag: Speed
- Skipping: Stamina
- Sit ups: Determination
- Heavy Bag: Movement

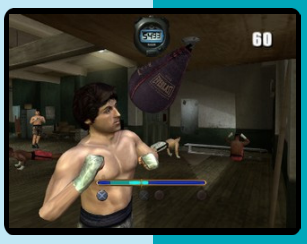
Besides Story Mode, other modes include Exhibition Match, Sparring, and Knockout Tournament.

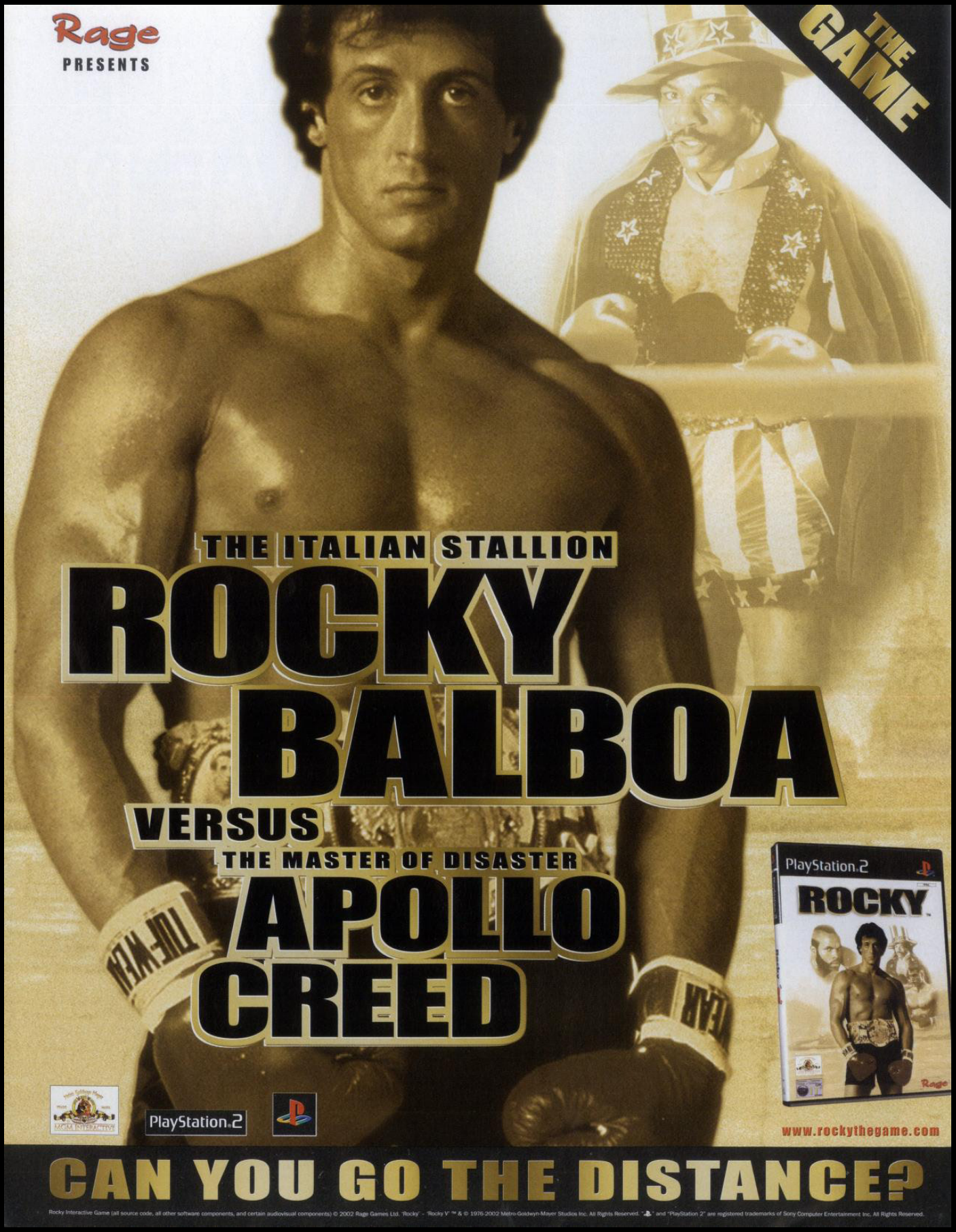
The game's intro movie features film footage edited from the five movies showing the main boxers and ends with an advert for the Rocky DVD. The remaining five cutscenes feature CGI footage using the in-game character models and original film audio recreating segments from the films.

In at least the PAL markets the PS2 and Xbox versions of the game were packaged alongside the original Rocky DVD release.

The game was met with positive to mixed reception. Owing to positive critical reception and sales, after the closure of Rage Software the developers of the lead version formed Venom Games to create a sequel, Rocky Legends, this time published directly by Ubisoft.



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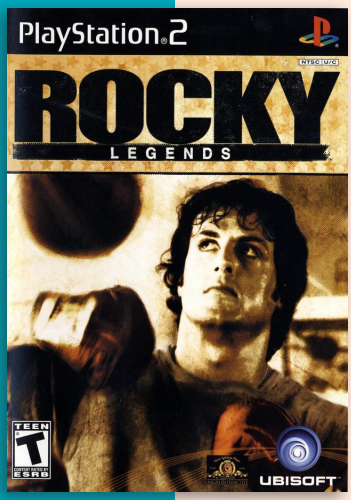
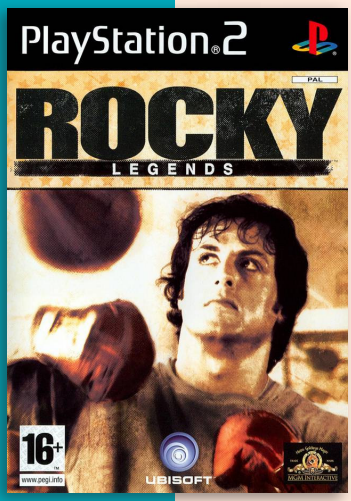
Rocky: Legends

6.5





Developer	Venom Games
Publisher	Ubisoft
Release date	(us) September 28, 2004
Genre	Sports
Mode	1-2 Players

Rocky Legends is the sequel to Rocky and is based on the Rocky franchise.

The events of the game take place before the films and in between. In the game the player can take control of Rocky Balboa, Apollo Creed, Clubber Lang or Ivan Drago and witness their early careers before their famous encounters.

Rocky Legends has six different gameplay modes to choose from including Career, Exhibition, Tournament, Survival, Training, and Practice. To unlock extras, the player must buy them from the shop.

Career mode allows the player to select one of the major characters of the first four Rocky films. Each character has a story of how they rise to the top of the boxing world. They all remain true to the canon of the Rocky films except for Ivan Drago's story, which differs in the match against Rocky Balboa.

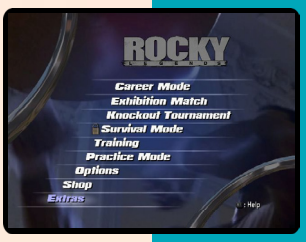
Rocky's story begins outside of Mickey's gym, where Rocky has a street fight with Joe Zale. The story then progresses through all of the Rocky movies, ending with Rocky's street fight against Tommy Gunn.

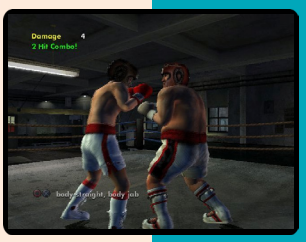
Apollo's story gives a backstory to Apollo before his fight with Rocky Balboa. The story begins during a match between Apollo and his best friend Tony "Duke" Evers. The story leads into Apollo's rise to the championship, finishing just before Rocky's rise to fame.

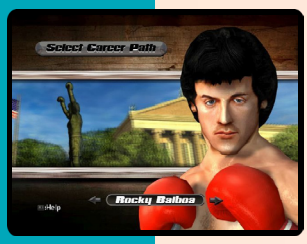
Clubber Lang's story starts in the Chicago state prison, where he gets into a brawl with another inmate. After the fight the guards tell Lang that he served his time and he is let go. The story then revolves around the events of Rocky III and culminates in his victory over Rocky in New York City.

Ivan Drago's story is the only one that steps away from the canon of the Rocky films. Drago's story revolves around the events of Rocky IV and his rise to fame in Russia.

The game was met with average reception upon release.







Rogue Trooper

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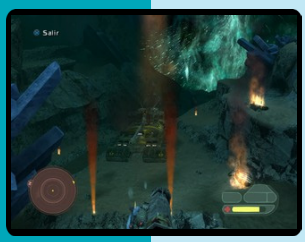
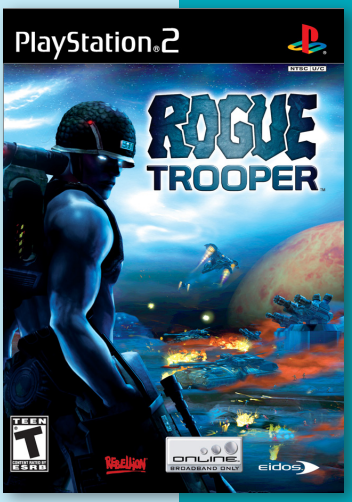
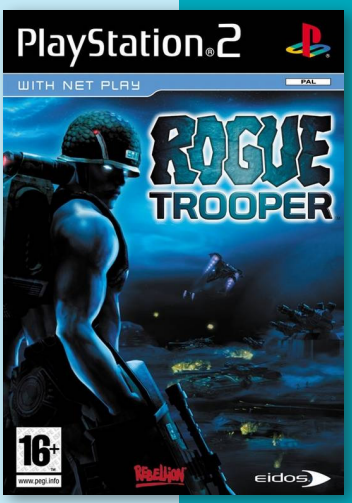


Developer	Rebellion
Publisher	Eidos Interactive
Release date	(eu) April 21, 2006
Genre	Third-person shooter
Mode	1-2 (4) Players





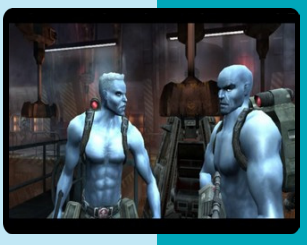
Rogue Trooper was released for Windows, PlayStation 2 and Xbox in 2006. The Wii version, entitled Rogue Trooper: Quartz Zone Massacre, was released later in 2009.

The game uses several story and plot elements from the original comic. This is the second game Rebellion Developments produced based on characters from the pages of 2000 AD; the first being Judge Dredd: Dredd Vs. Death in 2003. The story start with a General that turns traitor resulting in the massacre of the comrades of the player character, Rogue.

Rogue's primary arsenal are his pistol and assault rifle, with the latter being upgradeable throughout the course of the game. The rifle may be outfitted with a silencer at any time, or deployed as a sentry turret. As the game progresses the player unlocks the ability to outfit the rifle with a sniper attachment, a shotgun attachment, a cluster mortar attachment, an anti-aircraft rocket launcher, and an electric beam rifle. Other weapons include deployable micro mines, incendiary grenades, scrambler grenades, fragmentation and sticky grenades plus heavy machine gun posts and flak cannons scattered across the field.

Rogue's survival is ensured through clever use of the battlefield, which is generally rife with cover. He is able to fire while stationary, on the run, crouching, diving, and around the corner of any form of cover. Rogue also has the ability to unleash suppressive fire, which consumes a small amount of ammo and fires blindly from cover to intimidate enemies and cause them to find cover of their own. Enemies are susceptible to headshots, which will generally down them in a single strike. Another feature of gunplay is the ability to shoot an enemy soldier's air tank. Targeting the head displays a skull and crossbones, while targeting the gas tank shows a rectangular shape.

Rogue may search fallen enemy and ally bodies to recover Salvage, the game's main resource, and a necessity for purchasing any of Bagman's supplies. Salvage is used to create all forms of ammunition and grenades, med-kits and arsenal upgrades.



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NAME: **JASTER\\DORGENARK**
CRIME: **INTERGALACTIC LARCENY**
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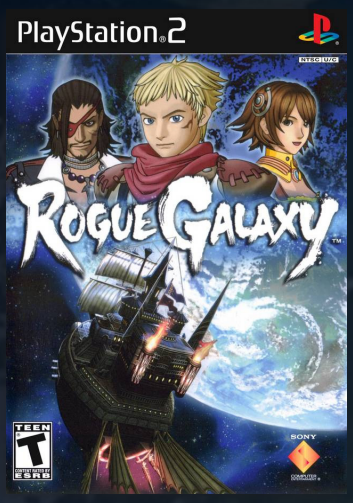


J N P

Rogue Galaxy

Developer	Level-5
Publisher	SCEI, (us) SCEA, (eu) SCEE, (au) SCE Australia
Release date	(jp) December 8, 2005
Genre	Action role-playing
Mode	1 Player

Rogue Galaxy was originally released for the PlayStation 2. In December 2015, the game was made available for the PlayStation 4 through the PlayStation Network.

The game is set at the far edge of the galaxy on the desert planet Rosa, where a young man named Jaster dreams of journeying through space. He is recruited to join the crew of space pirate Dorgengoa in a race to find a legendary planet that holds the key to the greatest of treasures - eternal life. Players follow Rogue as he planet-hops around space, visiting a number of planets, each with their own unique ecosystem populated by various unusual creatures.

Rogue Galaxy is an action role-playing game played from a third-person perspective in which the player moves through a continuous environment, with no load time between overworld exploration and combat. Battles occur as random encounters, a la traditional role-playing video games such as Square's Final Fantasy X or Level-5's own Dragon Quest VIII: Journey of the Cursed King. However, unlike such games, which feature turn-based combat, Rogue Galaxy uses a real-time hack and slash combat system in which the player fights with a party of three characters. The player has direct control over only one character, although which character this is can be changed at any time. The two NPCs fight independently of the player character, based on the strategy selected prior to the battle. Available strategies include fighting very aggressively, targeting a specific enemy, or not fighting at all. The strategy can also be changed at any time during the battle. Additionally, the player can issue specific orders to the NPCs during combat, such as having them use an item or activate one of their special abilities. NPC allies will also offer advice to the player character, such as suggesting they perform a special move or use a particular item. The player is given a choice of either ignoring the advice, or picking one of the available options. NPCs will not perform any special moves or use items unless the player tells them to, or has selected a particular strategy prior to the battle.

During combat, each character has an "Action Gauge," which decrease with each action taken. When it is empty, the player can no longer attack, and must wait for the gauge to automatically refill, or instantly refill by successfully blocking an enemy attack. Each character's secondary weapon has its own individual gauge, which depletes with each use, and must be automatically refilled before the weapon can be used again. This gauge is independent of the attack gauge, and during combat it can only be refilled a certain number of times before the secondary weapon is no longer available for use.

As well as fighting independently of one another, and performing their own unique abilities, players can also perform team abilities, although the correct characters must be active in the battle for a particular team ability to be available for use. The player also has a special attack, the "Burning Strike". In the original Japanese release,

the Burning Strike occurred at random irrespective of the player's actions. However, this was altered for the North American and European versions to allow the player to choose when to use the attack. Once enough "Burning Chips" have been collected from slain enemies, the player can activate the Burning Strike whenever they wish. The player must then follow a series of button prompts to string together combo attacks, which deal more damage the more attacks are successfully chained.

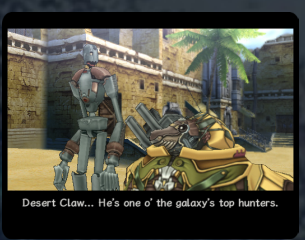
When the game begins, the storyline follows a linear path, but at a certain point, the game world opens up, and the player is free to move from planet to planet using the pirate ship, Dorgenark. In the overworld, the player can move around by walking, but can also transport from any activated save point on the map to any other activated point on that planet, although they cannot transport to a save point on another planet.

Character abilities and power-ups are handled via a feature called the "Revelation Flow". Similar to the "Sphere Grid" in Final Fantasy X and the "License Board" in Final Fantasy XII, the Revelation Flow is not based on a traditional experience point/leveling up system. Instead of characters gaining pre-determined statistical bonuses as they increase in level, they gain abilities and stat increases by placing items in the Revelation Flow. Once all of the prerequisite items have been placed, the particular ability/stat increase becomes available. Each character has their own unique Revelation Flow, with a different layout, different abilities and different item requirements.

The game features a "Weapon Synthesis" system similar to Dark Cloud and Dark Chronicle, which allows the player to combine weapons. For every victory in battle, each weapon carried by active characters gains experience points. When a weapon has gained a certain amount of experience, it becomes "Maxed." After a weapon is maxed, it continues to gain additional experience in specific elemental categories - fire, ice, lightning, wind, and holy. When the experience and the elemental damage are both at maximum, a weapon is "Mastered" and cannot be improved any further. However, once a weapon is maxed, it becomes available for synthesis with another maxed weapon of the same type. When two maxed weapons are synthesized, a stronger weapon is created, and must be maxed again to become available for subsequent synthesis.

Synthesis is carried out by a character within the game called "Toady", a frog who can swallow two weapons and then regurgitate a new weapon. Toady can also analyze maxed weapons and make suggestions for synthesis combinations. These suggestions are recorded in the "Frog Log". Toady will also warn the player if an attempted combination is going to result in a decrease in stats, or with a weapon for which the player's level is not yet high enough.

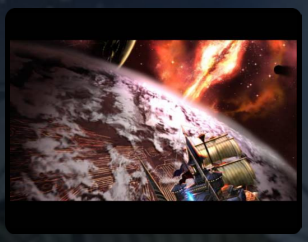
The game features numerous optional gameplay elements beyond the main storyline. For example, early in the game, the player can begin to compete in the "Insectron Tournament". Similar to Dark Chronicle's fishing mini-game, the player must capture and breed Insectrons (bugs), which can then be entered into a tournament where they fight other Insectrons, in a manner similar to a game of chess. Once an Insectron has been captured, the player can increase its stats by feeding it certain food or breeding it with another Insectron of the opposite sex. The Insectron Tournament awards prizes as the player moves through the various ranks.



Another side-quest is the "Factory". At a later point in the game, the player gains access to a reconfigurable factory. By talking to specific characters in the overworld, the player can acquire blueprints, which can be used to assemble specific equipment and raw materials so as to make new items, which then become available for purchase in the various shops throughout the game.

A further side-quest are "Challenge battles," which occur randomly throughout the game. In these battles, specific conditions must be met, such as finishing the battle without taking damage, finishing within a certain time limit, using only one character, or not using any items or abilities. If the player wins the battle and fulfills the condition, they receive a "Hunter Coin". These coins can be used to purchase different levels of "Hunter Licenses", which are required in some shops to purchase certain items. Additionally, the higher the player's license, the lower the prices for general items.

The game also includes a "Hunter Ranking" system whereby the player is awarded "Hunter Points" for killing a specific number of particular enemies. As the player's rank increases, prizes are awarded. Tied into the hunter system are "Quarries" - mini-bosses which award a great deal of hunter points. However, unlike standard monsters, quarries must be purchased before they become available. Once the player has purchased the quarry, they must locate it on the map, and then use a specific item to initiate the battle.



The game also features a completion chart, which records the player's progress through various aspects of gameplay; "Hunter Ranking" (the goal is to top the league of hunters), "Rare Items" (collect all nine rare items in the game), "Quarries" (successfully defeat all available quarries), "Hunting Record" (attain maximum hunter points by killing all of the specified enemies), "Insectron" (win the highest tournament rank), "Revelation Flow" (complete every character's Revelation Flow), "Frog Log" (have Toady analyze at least one-hundred weapons, and produce at least fifty), and "Factory" (produce all forty items available in the factory). When any single aspect is completed to 100%, an award is given, usually in the form of a new costume for one of the characters.

Rogue Galaxy was first hinted at on August 1, 2003, when Level-5 revamped its website, and included a single image for a "New RPG". No further information was provided, although, at the time, some thought the game might be the rumored Dark Cloud 3. Nothing more was heard until February 2005, when Level-5 president Akihiro Hino revealed that "New RPG" was going to be released for the PlayStation 2, quelling rumors the game was being developed for the

PlayStation Portable. The name was announced on July 19, when it was also revealed that the game would feature cel-shaded graphics in the style of previous Level-5 games, such as Dark Chronicle and Dragon Quest VIII: Journey of the Cursed King. Level-5 refer to the technique as "tonal rendering"; a mixture of cel-shaded 3D graphics for the main characters, set against detailed, realistic backgrounds. It was also announced that Hino was directing the project. The game was officially unveiled at the July 2005 PlayStation Meeting in Tokyo, where Hino said it had been in development for the past two and a half years, with its development time overlapping that of Dragon Quest VIII. He also revealed the game was the biggest project Level-5 had ever worked on, both in terms of production length and the number of staff working on the project.

In an August interview with Famitsu, Hino explained the gameplay would involve the player travelling the galaxy and visiting various planets, each of which has its own unique visual theme. He claimed the total volume of areas to explore in the game would surpass any RPG to date. Originally, he had planned to feature a *"virtually uncountable number of planets,"* which would be procedurally generated as the player explored them. However, this concept was later modified to a smaller number of planets, each with multiple locations. He revealed a major selling point of the game would be no loading times between exploration and combat, or when moving from one location to another, something which had never before been accomplished on a disc-based RPG, and something which had been a long-time personal goal of his. He also went into detail about the backgrounds of Jaster, Kisala, Zegram and Lilika, and he explained the basic combat system (a hack and slash system using three party members, with the player able to issue commands to the two NPCs), the Revelation Flow system, and some basic information about the Factory system.

"As a creator, I always wanted to create a title that was as big as Dragon Quest or Final Fantasy. I believe Rogue Galaxy is on the same scale. This title will be our challenge to all the RPGs in the world"
— Akihiro Hino; writer/designer/producer/director

"Level-5 was created for swords and magic fantasies, but we got bored with the consistently similar worlds, so we wanted to try something new."
— Kentaro Motomura; producer

A playable demo of the game was made available at the 2005 Tokyo Game Show in September. IGN's Anoop Gantayat was impressed with the *"seamless"* gameplay, and the absence of load times, although he did note the frame rate was lower than Dragon Quest VIII. He was also impressed with the graphics; *"the game doesn't hide the vastness of its world, with plenty of distant views as you explore the complicated landscapes. One may actually get the feeling of existing in the expansive world of a massively*

multiplayer online RPG rather than the limited world of standard RPG."

The game was released in Japan on December 8, with no date set for North American or European releases. Both IGN and GameSpot played an import copy of the game, and both were impressed. IGN's Gantayat again praised the absence of loading times, arguing *"the technical feats this game pulls off with the grey and limping PS2 hardware are impressive."* He praised the pre-rendered CG cutscenes, and the smooth transition from these scenes to the gameplay itself. GameSpot's Bethany Massimilla wrote *"The visual style of the game is strongly inspired by cel-shading techniques, but the characters here aren't the flat and cartoony sort that you might ordinarily associate with the cel-shaded style. They exist and move in full 3D with lots of attention to detail in their attire and their movement, and they look great."*

(jp) Director's Cut

Korean Release

In April 2006, Sony Computer Entertainment announced a North American release date for October. At the 2006 E3 event in May, Level-5 revealed the English language version of the game would be much more than a direct translation of the original Japanese version, but would instead include multiple new features. Primary amongst these would be a new planet with its own storyline, characters and items, as well as gameplay tweaks, such as Burning Strikes no longer happening randomly. Over one-hundred new items and weapons were also to be added to the game, and numerous character animations would be improved. In August, Sony announced the North American release date had been pushed back to January 2007 to facilitate further refinement.

At the 2006 Tokyo Game Show, the producer of the English localization, Nao Higo, called the new version of the game the *"perfect version"*. He explained the team had taken on board criticisms regarding the difficulty of the original game, which was felt to be too easy in some places and too hard in others, and had created a more balanced difficulty level. He also explained the new world, the water world Alistia, would be optional, but would be fully realized, with its own map, storylines, characters, missions and items. Improvements were also made to the graphics of the existing planets. He explained the Insectron minigame would now include a multiplayer mode, whereby the player's team of insectrons would generate a code, which could be given to another player. When the second player enters the code in "Battle mode" at the Insectron tournament, they can use their team to fight the first player's team.

Other improvements include: The original single-layer DVD was replaced by dual-layer and the doubled amount of space was used for smoother, better-looking graphics and additional data. The existing Insectron Tournament sidequest has been expanded with two species of Insectrons, each with 8 types of Insectrons per species. The level design of Rosencaster Prison, the Gladius Towers, the Daytron factory, Rosa's desert town, and Rosa's Labyrinth has also been altered.

Over 2,000 lines of additional voice dialogue were added, the battle animations were reworked, damaging enemies has become easier (attack formula revision) and Toady's analysis of weapons has also been simplified.

Other gameplay improvements include the introduction of collectible Burning Chips, which power the Burning Strike attack, more items overall, two new weapons for each character (except Jaster), with 140 weapons in total, and 5 bonus costumes for each character (6 for Kisala and Simon).

A Director's Cut of the game was released in Japan in March 2007, which includes all of the added features and improvements made for the North American and European localizations. In December 2015,

Rogue Galaxy received "generally favorable reviews" according to Metacritic.

Although Eurogamer's Simon Parkin praised the graphics and range of mini-games and side-quests, he felt the game's release after Final Fantasy XII placed an unrealizable burden of expectation upon it: *"Many players will be expecting that game's new lessons in design to have been absorbed and even evolved here."* He concluded, when *"viewed objectively and set against the newest highpoints of the genre, aside from its gorgeous aesthetics and removal of load times, Rogue Galaxy just isn't the marvel it's been set up to be."*

Game Revolution's Tim Tackett was critical of the plot, writing, *"the characters lack backstories, and the emotional pitch never leaves the realm of Saturday morning cartoons."* However, he praised the range of side-quests, the battle system, the graphics and the Revelation Flow, which he found superior to the License Board of Final Fantasy XII. He concluded, *"the plot is a little dry and chewy, but the surrounding game is juicy and sweet. With a fairly lengthy, if substandard, main storyline crammed with lots of action and neat extra tidbits, Rogue Galaxy is a taste of the holidays, with none of the hassle."*

GameTrailers was also critical of the plot, saying, *"What you have here is an unending parade of threadbare anime tropes predictably matched by bland characters. You've seen every one of these stereotypes before, acting out the same quests and forcing out the same emotions they do in just about every other RPG."* However, they praised the gameplay and variety of side-quests, and concluded *"while it has plenty of problems, anyone who can get beyond the banal storytelling and stale level design will find something addictive and worthwhile in Rogue Galaxy. Grinding out levels and looking for items is rarely this rewarding, and it's obvious that Level 5 knows the depths of the role-player's mind all too well."*

GameSpot's Greg Kasavin had mixed feelings about the combat system, arguing, *"The combat gets to be repetitive after a while. Since you only have direct control over one character, who'll mostly depend on the same basic attacks regardless of which weapons you've equipped, the battles don't feel particularly varied from one to the next."* He concluded, *"the PlayStation 2 has delivered an almost countless number of one to the next."* He concluded, *"the PlayStation 2 has delivered an almost countless number of high-quality Japanese role-playing games, so all the past competition is really the main reason why Rogue Galaxy doesn't come off as a stunning accomplishment. On the other hand, though, this is a game that does enough differently or better than most of its PS2 predecessors that it's still well deserving of your consideration."*

Prior to the release of the game, Sony Computer Entertainment corporate executive Masatsuka Saeki had hoped it would sell a million units. Although it was the top-selling video game in Japan during the week ending December 11, 2005, selling 237,631 units, by the end of 2006, the game had sold only 356,192 units. In 2007, Rogue Galaxy: Director's Cut sold a further 29,457 units.

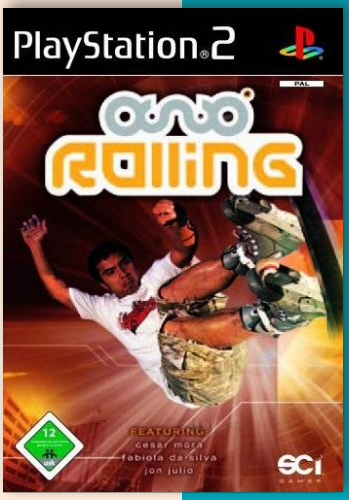
The game won a "Future Award" at the CESA Game Awards (2005) and an "Excellence in Digital Content" award at the Digital Contents Grandprix (2006). At the Famitsu Awards in 2006, it won both "Best RPG" and a "Special Rookie Award." It was named "Game of the Month" for January 2007 and given an "Editor's Choice" award by IGN, who, in 2010, placed it at #53 in their "Top 100 PlayStation 2 Games".

Rolling

Developer	Rage Software
Publisher	Rage Software
Release date	(eu) October 24, 2003
Genre	Sports
Mode	1-2 Players

Rolling is an extreme sports game released in 2003 for PlayStation 2 and Xbox. To date, it is one of the few other games depicting aggressive inline skating apart from Aggressive Inline and the Jet Set Radio series. It was originally developed by the now defunct Rage Software, who were aiming to create a more authentic recreation of the sport, unlike Aggressive Inline which focused on exaggerated, fantasy-themed levels and high scoring, fairly unrealistic tricks.

The game feature 21 skaters to choose from, plus a few hidden ones as well. Players can take their skater through 10 outdoor city themed levels, 4 different competitions or make their own levels with a handy level editor. The game includes licensed music from the bands such as The Hives, Chuck D and Del Tha Funky Homosapien.



Roommate Asami: Okusama wa Joshikousei

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Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) June 20, 2002
Genre	Visual novel
Mode	1 Player

The game centres around Asami Onohara, who is in most ways an average high-school girl; cheerful, outgoing, and just a bit clumsy. She has a secret, though: she's married to her physics teacher. Apart from her parents, nobody but the two of them know, and if they want to stay together, it needs to stay that way until she graduates.

Roommate Asami is a spinoff of Datam Polystar's Roommate series based on the manga Okusama wa Joshikōsei (My Wife is a High School Student) by Hiyoko Kobayashi. The game proceeds in standard visual novel fashion from point of view of the teacher, who must be named by the player. Each day is broken up into four segments, and at certain times it is possible to visit different locations around the city, which will cause different events to occur.

Roommania #203

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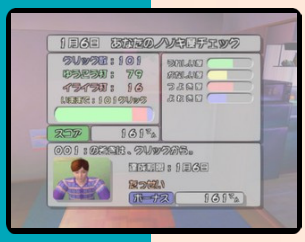
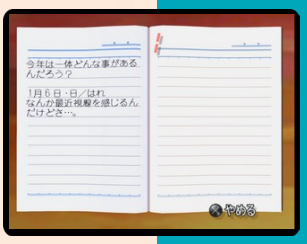


Developer	Sega
Publisher	Sega
Release date	(jp) July 25, 2002
Genre	Simulation
Mode	1 Player

J

Roommania #203 is a simulation game first released for Dreamcast in 2000 and later released on PS2. It follows the life of Neji Taihei, a student living out a mediocre existence in Japan. The game is described as an 'intervention' simulator, where the player takes the role of God whose task is to make Neji's life more meaningful. The game's writer and composer Tomoko Sasaki cited an obsession with internet webcams as her inspiration for the game's story and mechanics. A sequel was released for the PS2 in 2003, New Roommania Porori Seishun.



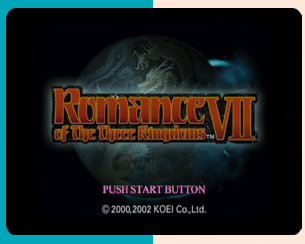
The main difference between Roommania and other life sims is that the player doesn't control Neji directly, instead the player is a god and needs to make Neji notice something in the room so Neji can interact with it. There are two different ways to interact with the room if Neji isn't home, the player can interact moving stuff in the room or reading his diary. While Neji is home he has a queue with different tasks, like smoking, watching TV or chat on the computer, in order to change the priority or add new tasks the player has to throw ping pong balls to the object in question if its done too quickly Neji will get irritated and wont pay attention. Either one of those ways to interact with the environment has a time limit. To progress in the game the player needs to complete different missions, these missions are given through short cutscenes with a little clue in text, for instance, in one of the missions the player needs to read Neji's diary when he is not home, the name of the missions is "While the demon is out". If the player fails to complete the mission it may lead to a bad ending.

The game features music from the fictional pop idol, Serani Poji, which was created by Tomoko Sasaki, the writer and composer of the game. The game also featured Radio DC, which was a fictional radio station that played music from other Sega games like Panzer Dragoon Saga and Burning Rangers. Both Serani Poji and Radio DC would see releases as their own albums.

"giantbomb.com"

7.2

Romance of the Three Kingdoms VII



Developer	Koei
Publisher	Koei
Release date	(jp) August 31, 2000
Genre	Turn-based strategy
Mode	1 Player

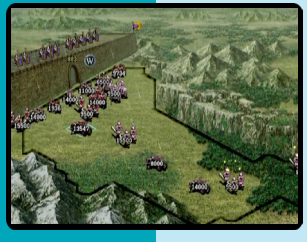
Like its predecessors, Romance of the Three Kingdoms VII is a grand strategy game set in the Three Kingdoms period in the history of China. The game offers various scenarios based on historical events that occurred in the late 2nd and 3rd centuries AD, beginning with the fall of the Han Dynasty.

The seventh game of the series contains some changes, such as 3D graphics and the ability to play as any one of the main historical characters. Similarly to the previous games, the game focuses on governing a nation, managing its economy, diplomacy, as well as military planning and preparation. Turn-based tactical battles occur when one nation invades another.

"mobygames.com"

Romance of the Three Kingdoms VIII

7.7



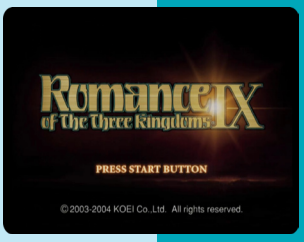
Developer	Koei
Publisher	Koei
Release date	(jp) January 24, 2002
Genre	Turn-based strategy
Mode	1-8 Players

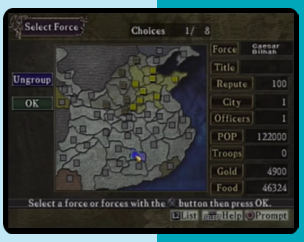
The eighth installment in the series takes place in 3rd century A.D., when the Han Dynasty was powerless to stop a civil war in China, and when warriors from different provinces tried to defeat each other and gain the power to rule over the whole country.

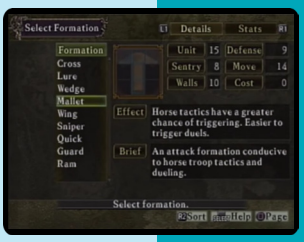
The game offers some enhancements compared to the previous installments. The player can now control all eight main characters during the same game. Of the 711 officer characters, the player can create 100. Each of those officers has unique skills which can be employed in combat or help to create a powerful army. The player can also freely choose a starting date for the game events, ranging between 184 A.D. (Yellow Turban Rebellion) and 234 A.D. (death of Zhuge Liang, one of the most important strategists of the time period).

Romance of the Three Kingdoms IX

6.9







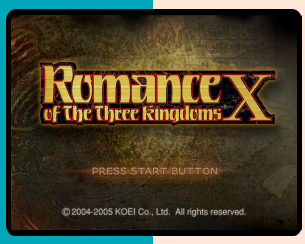
J N

The ninth installment is vastly different from previous games in the series. Most notably, players immediately assume the rank of a Ruler. Traditionally reserved as the highest rank in the series, the role of Ruler will test your leadership, management, and strategy skills. Combat takes place at a much faster pace than in previous installments.

The game features 15 Historical, 5 Fictional, and 5 Challenge scenarios, with multiple story endings and epilogues. layers may set troop formations to activate over 30 different tactics; build towers or set traps to hold back invasions; use save data from Dynasty Warriors 4, Dynasty Warriors 4XL or Dynasty Tactics 2 to obtain a new officer. The game includes character-specific events and clear bonuses; 34 special event sequences; updated Tutorial System, hidden features and more.

Romance of the Three Kingdoms X

7.1



J N

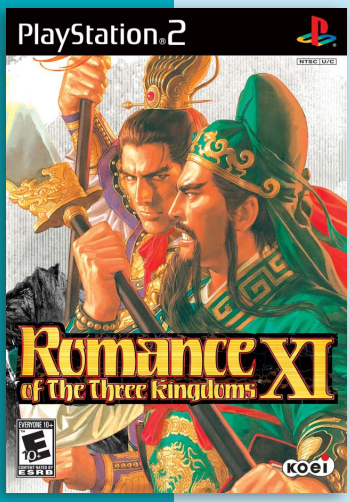
Gameplay is the same as previous incarnations, an overhead view, letting the player and the CPU move armies, build cities, gather supplies and attack one another, watching the battles from afar.

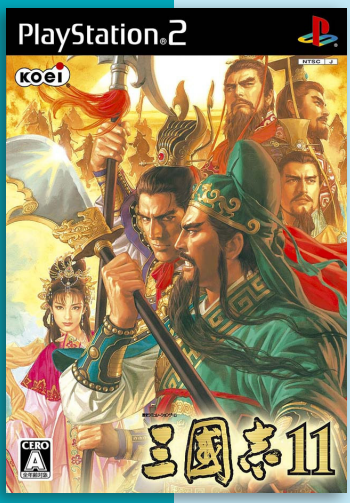
There are two different ways to play the game. The player can choose the Historical mode where the characters of the game will follow history to the letter, acting the way the did in real life, but players can also choose a Fictional mode where everything is random and the player can change history as they see fit.

"mobygames.com"

6.9

Romance of the Three Kingdoms XI





(jp) Koei the Best

Developer	Koei
Publisher	Koei, (jp) Koei Tecmo Games
Release date	(jp) September 28, 2006
Genre	Turn-based strategy
Mode	1-8 Players

The eleventh installment of the series continues the struggles of the warlords for power of China in the late Han dynasty through eight available scenarios. The player can control more than 40 cities, build structures and armies with the help of hundreds of officers, and decide the fate of China once again.

Romance of the Three Kingdoms XI uses the whole map of China from a side-scrolling and rotatable top-down perspective camera. All units, cities, and structures are viewable throughout the map, not requiring any form of espionage beforehand as in earlier installments of the series.

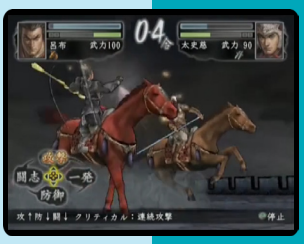
There are over 800 officers, complete with individual portraits and biographies, also including other information such as combat skills, blood ties, and unit specialization. Additionally, completing the tutorial will unlock several famous historical figures from other periods of Chinese history, such as Kong Qiu (Confucius).

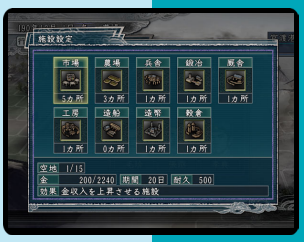
Officers have statistical abilities which influence how the success rate a mentioned general may carry out a specific task. The abilities are: Leadership, War, Intelligence, Politics, and Charisma. Continuously performing tasks may increase any the primary statistics. In addition to abilities, some officers may also have specific skills. Skills provide unique active or passive capabilities for the officer in mention.

Player actions may reward the player with technical points. These points may then be invested in the game's version of a combat technological tree, thus enabling different strengths for each faction formerly defined only by its officers.

The eight available scenarios are divided into two different modes. The "standard mode" allows the player to choose one of the available leaders, while the "present scenario" mode is the single-player version of the available scenarios, pre-designating the player to control a specified leader.

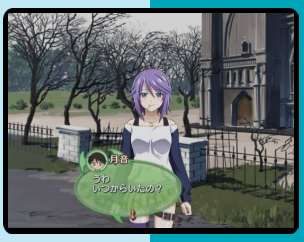
"mobygames.com"





Rosario to Vampire Capu 2: Koi to Yume no Rhapsodia

7.5



Developer	Compile Heart
Publisher	Compile Heart
Release date	(jp) July 23, 2009
Genre	Visual novel
Mode	1 Player

The story revolves around Tsukune Aono, a boy who accidentally gets enrolled in a school inhabited by monsters and demons. He quickly befriends Moka Akashiya, a vampire who soon develops an obsession with his blood, and later meets other girls who soon take a romantic liking to him.

The limited edition includes a booklet, a reversible strap, and mini posters.

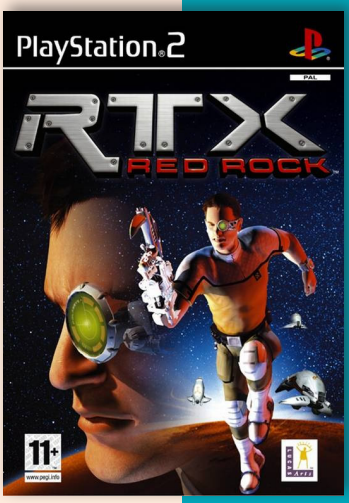
J

RTX Red Rock

4.9

N P

Developer	LucasArts
Publisher	LucasArts, (eu) Activision
Release date	(us) June 17, 2003
Genre	Action-adventure
Mode	1 Player



In this game the player controls Major Eugene Wheeler, a radical tactics expert sent to the Mars base to investigate the loss of communications. Once there, he discovers that the base has been taken over by alien invaders who plan to use it to launch an attack on Earth. Wheeler must use all his wits and skills to prevent this from happening.

RTX: Red Rock is a third-person action-adventure game which splits itself between combat with a multitude of weapons and some puzzle-solving. The protagonist is also equipped with a robotic arm with multiple attachments and a 'bionic' eye which gives him four different vision modes. The game is comprised of ten levels, some of which involve driving vehicles and controlling robots.

Gamespot's Giancarlo Varanini thought that the game had a promising concept but the end result was disappointing: *"It's just not a very fun game to play, and unless you're absolutely desperate for something to take up your time, it should probably be avoided."*

Kaiser Hwang of IGN found the game had *"a lot of features and varied gameplay elements but fails to deliver where it counts."* with *"unfocused and bland"* gameplay which made it hard to recommend.

5.8

Romancing SaGa

(jp) Ultimate Hits

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) April 21, 2005
Genre	Role-playing
Mode	1 Player

Romancing SaGa was initially made available in January 1992 for the Super Famicom as the the fourth game of the SaGa serie. The game was later ported to the WonderSwan Color handheld system in December 2002, with both releases being exclusive to Japanese players. In April 2005, the enhanced remake of the title for the PlayStation 2 called Romancing SaGa: Minstrel Song was released in April 2005 in Japan, and in English for the first time in North America the following October simply under the title Romancing SaGa. In 2009, the original Super Famicom version was ported to mobile phones in Japan.

The Super Famicom game was designed by Akitoshi Kawazu who had served as head developer for the previous SaGa titles, with fellow series veteran Kenji Ito providing the game's soundtrack. Set in the fictional world of Mardias, Romancing SaGa allows players to assume the role of one of eight main characters who must journey across the world to prevent the resurrection of an evil god named Saruin who was sealed away a millennium previous.

Romancing SaGa is a traditional role-playing game set in a fantasy world where players must navigate their characters through towns, dungeons, and other environments while taking part in the game's story by interacting with NPC's. At the start of the game, the player is given the option of assuming the role of one of eight main characters, each with their own strengths, weaknesses, and starting points throughout the game's world. In addition, the player must select the profession of the character's parents from a list of eight choices each, which go towards determining their strengths. As a staple of the SaGa series, both gameplay and story are largely open-ended, giving the player the ability to play through scenarios in a number of different orders, with some areas and portions of the narrative only becoming available once they have spoken to specific characters or performed certain tasks. By completing story objectives and meeting new characters, the player is brought closer to the game's end, leading to the final confrontation where they must use all of their acquired skills to succeed.

While traveling through environments, the player's party can do battle with enemy monsters which roam around the screen and will enter combat when touched. Using a turn-based approach to combat, battle scenes are played out by having the player input commands for each individual party member at the start of each round, with the selected actions taking place in accordance with a character's "speed" statistic. A player may choose to attack an enemy, use a special weapon skill, cast a magic spell, defend themselves, or flee from battle entirely. Parties can consist of up to five characters that the player will recruit automatically as part of the story, or after they have completed certain story scenarios. As characters take part in more battle, they will randomly learn new weapon skills by attacking normally, as well as randomly gain increased statistics at the end of every few battles, thereby becom-

ing stronger. All characters may become equipped with up to two different kinds of weapons, as well as become outfitted in protective gear that increases their defence against attacks.

While the core gameplay of the PlayStation 2 version of Romancing SaGa remains the same as the original, the game is now presented using full three-dimensional graphics instead of two dimensional environments and character sprites. The eight original characters return, they may now assume the role of 38 different classes themselves, which give access to differing statistics and special abilities. In addition, the current weapons held by a character now determine which of their randomly increased stats will have a greater chance of increasing after battle. Combat has been expanded to include a new "Spell Synthesis" system, where specific magics can be fused together to create a modified version of a spell with greater power, or even create a new spell altogether. Additional story scenarios and areas have been added for the remake, including a new script and expanded narrative with new content. Characters were re-designed as well, this time by Yusuke Naora (who had previously worked on Unlimited SaGa) instead of Tomomi Kobayashi who was responsible for the character design of the original Super Famicom game.

In a September 2004 issue of Japanese magazine Weekly Shōnen Jump, it was announced that Square, now Square Enix, would produce a full remake of Romancing SaGa for the PlayStation 2 that would take full advantage of the system and bring the game into the new console generation. During a panel at the 2004 Tokyo Game Show, Kawazu described the purpose of the remake as *"a functional compilation of the whole SaGa series" that would combine elements from previous SaGa titles into one definitive game, including the "Sketch Motion"* art style of Unlimited Saga and the ability to learn to skills in mid-battle first introduced in Romancing SaGa 2. The game, titled Romancing SaGa -Minstrel Song- in Japan, features new, fully three-dimensional graphics, additional story elements, and a completely arranged soundtrack by original composer Kenji Ito, now joined by Tsuyoshi Sekito and Kenichiro Fukui.

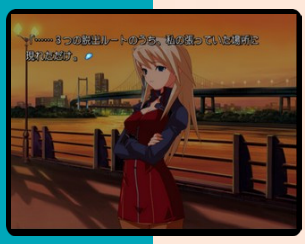
Romancing SaGa's English release was met with a mild response from critics, who gave the game a mostly mixed reception. Among the more average English reviews, Game Informer reviewer panned the game's *"outdated"* and *"abominable"* graphics and shallow gameplay, calling it *"barely even a game"* and the *"saddest Cinderella story of the year ... [I] haven't felt this sorry for a game in a long time."* GamePro echoed their sentiment, calling the graphics only *"moderately pretty"* but praising the game's overall art style. The magazine would ultimately declare it *"a convoluted and cumbersome RPG that can barely sustain the weight of its bloated and poorly developed story."*

Among the more positive English reviews, RPGFan praised the game's open-ended gameplay, recommending it to players who are either *"sick of Final Fantasy and its many clones"* or are *"willing to try something new, interesting, and well-executed,"* concluding the review by giving *"Romancing SaGa a well-deserved 87%, and I will stand by this score even as other reviewers bash this game and throw it to the curb."*

Among print publications, Hyper PlayStation magazine gave the game a score of 8.5 out of 10 and JIVE Magazine gave it 3.5 out of 5.

3.2

Routes PE



J

Developer	Aqua Plus
Publisher	Aqua Plus
Release date	(jp) January 25, 2007
Genre	Visual novel
Mode	1 Player

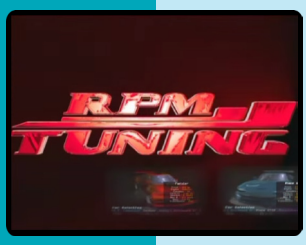
Routes PE is a PS2 port of the Windows game Routes. While Windows version contains adult content, such content has been removed from this port. However, this port has a lot of additional content as well as several other modifications of original PC version.

Unlike PC version, this port features full voice-acting, including that of the player's character. The opening movie and song have been added, existing story scenario has been slightly altered and expanded, new CG event and a new character have also been added.

The story takes place in 21st Century Japan (approximately at the end of April 2010). The protagonist of the story, looks like nothing more than a normal high school student, however he is actually the best agent in the world. He keeps the fact that he is an agent a secret to all those around him. The plot of the story begins when he investigates the large ship disappearance event.

5.1

RPM Tuning



P

Developer	Babylon Software
Publisher	Wanadoo
Release date	(eu) November 19, 2004
Genre	Racing
Mode	1-2 Players

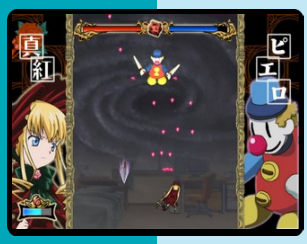
RPM Tuning (also known as Top Gear RPM Tuning, and Midnight Outlaw: Six Hours To Sun Up for Windows) is part of the Top Gear game series, despite not being released by Kemco.

The player assumes the role of Vince Riker, who is searching for a stolen car. Around 40 square miles of Los Angeles have been recreated for the game, including streets and parks.

Players can customize their vehicles with up to 221,184 possibilities for mechanical parts and 1,382,976 different possibilities for the exterior; the number of accidents a vehicle sustains also affects performance. There are seven game modes, with 54 different missions in the story mode.

Rozen Maiden ~duellwalzer~

8.0



Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) April 27, 2006
Genre	Visual novel, Shooter
Mode	1 Player

Rozen Maiden: Duellwalzer is a visual novel based on the Rozen Maiden manga/anime series.

The eight volumes were localized to North America by Tokyopop between March 2003 and June 2007. The story follows Jun Sakurada, a middle school student who withdrew from society after suffering persecutions from his classmates. Following his withdrawal, he is chosen to become the master to a Rozen Maiden named Shinku. Rozen Maidens are seven sentient bisque dolls who compete against each other to become a perfect doll dubbed as Alice.

The gameplay is part a visual novel and part shooter where players have to shoot enemies.

Two versions were marketed for release: a “normal” one, which only included the game, and a special edition which also included a Rozen Maiden handwatch, similar to the one Shinku is seen using. Also, there is a short detective Kun Kun episode.

J

Rozen Maiden ~gebetgarten~

8.2

J

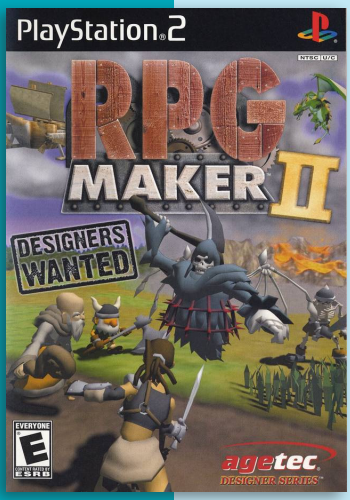
Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) March 22, 2007
Genre	Visual novel, Fighting
Mode	1-2 Players

Rozen Maiden: Gebetgarten is the second official Rozen Maiden game. It is a 3-D fighter with cel-shaded graphics. The game includes both visual novel elements and cel-shaded graphics. The actual engine for the fighting game is a retooling of Taitos old Psychic Force series of games.

Two versions were marketed for release: a “normal” one, which only included the game, and a special edition which also included a Rozen Maiden handwatch, similar to the one included in the limited version of Rozen Maiden: Duellwalzer. However, instead of Shinku, there is a silhouette of Suigintou inside and it is silver instead of golden.

RPG Maker II

6.5



Developer	Kuusou Kagaku
Publisher	Enterbrain, (us) Agetec
Release date	(jp) August 8, 2002
Genre	Role-playing, Software
Mode	1 Player

RPG Maker, known in Japan as RPG Tsukūru, is the name of a series of programs for the development of role-playing games. It is a popular game development engine, with hundreds of games created using RPG Maker released on Steam every year, including hundreds of commercial games.

RPG Maker 2, known in Japan as RPG Tsukūru 5, is the third PlayStation version of the RPG Maker series, following RPG Maker (and the Japan-only RPG Tsukūru 4), the first version of the series to be released for the PlayStation 2 and the overall fifth installment for home consoles.

RPG Maker 2 was the first in the series to use fully 3D graphics, however, the graphical quality of the game suffered—during movement, a visible 'blur' was present. The game uses super deformed character models outside of battle, and more realistic (though still fairly cartoony) models in battle.

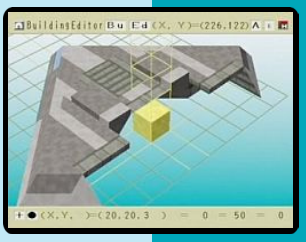
By going online, or using the Prima guide, users could access various fan pages, and (with practice and effort) create a playable game.

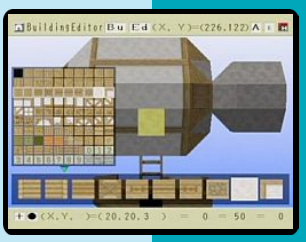
Events, like in other RPG Makers, drive the cutscenes, boss battles and other effects. Events are tied to a script, like in many computer programming languages. There is a multitude of script commands to do a lot of tasks.

Many fans of the first game found the style of event creation and placement to be a downgrade from the original. Instead of selecting where the event is to be placed on the map, then creating the script and the event at the same time, the player had to create the script, tie it to an event, then place the event on the map, while opening and closing many menus in the process.

RPG Maker 2 was the first console RPG Maker to feature fully 3D graphics, thus players could move in any direction simply by manipulating the analog stick. The game also included a real-time system that allowed changes in time and weather, also allowing the creator to design time-specific events.

RPG Maker 2 also includes Picture Paradise, software that allows the creator to incorporate digital photos into the game.





RPG Maker 3

6.9

Developer Runtime
Publisher Agetec, SCEA, (jp) Enterbrain
Release date (jp) December 16, 2004
Genre Role-playing, Software
Mode 1 Player

RPG Maker 3, known in Japan as RPG Tsukūru (without a number), is the fourth PlayStation version of the RPG Maker series.

RPG Maker 3 features an advanced trigger system, different layouts for areas, and a variety of other features that requires extensive time to learn. 'Event' commands return, with several upgrades, such as 'conditional' events.

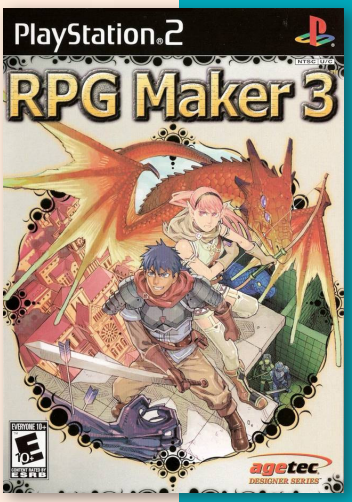
The graphics in RPG Maker 3 are fully 3D. There are more than 20 character models, 50 enemy models, and several different terrain types. The program also contains a set of choices for all buildings and a large set of layouts for towns and dungeons. Because the program uses a 'database' structure to store data, users are limited to a certain number of placeable objects in an area.

RPG Maker 3 uses an advanced trigger system to activate events through the game. Users select the unit, building, or object they wish to place a trigger to and enter the event editor. In the event editor, objects are set up so that when the player touches it any number of effects can be triggered; item or treasure gains, boss battles, location changes, etc. Up to 50 events can be chained on objects allowing cinematic routines. The event creation process is also much simpler than its predecessor, where players can create the script to the event while you are creating and placing the event, where as in RPG Maker 2, they had to create the script, assign it to an event, then place the event.

RPG Maker 3 features a music system containing around 40-50 premade pieces of music. There are 8 game themes, several nature sounds, many tracks, and several different battle musics.

RPG Maker 3 classifies its items into four main categories: Items, Treasures, Weapons, and Armor.

The RPG Maker 3 world consists of three types of areas. Field Maps (the 'overworld' map common to many RPGs), Town Maps (where players purchase equipment and talk with NPCs), and Dungeon Maps (for fighting monsters and solving quests).



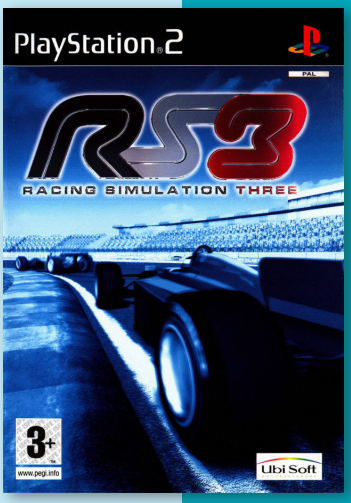
J N

RS3: Racing Simulation Three

5.6

P

Developer	Ubisoft Paris
Publisher	Ubisoft
Release date	(eu) October 31, 2003
Genre	Racing
Mode	1-2 Players



Racing Simulation 3 was Ubisoft's fourth F1 game. The game is without the FIA license, so players have to accept imaginary teams, drivers, and tracks.

Racing Simulation 3 features 16 tracks, the new Indy track, an improved F1RC engine, improved driving physics, improved driving behavior and impairment features with collisions, and new views and cameras. The game feature different options for customizing the car, and six different game procedures, from driving school to championship cups.

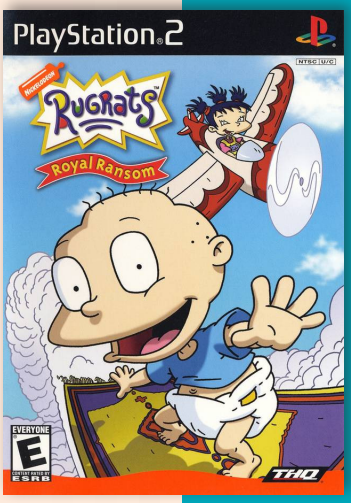
"mobygames.com"

Rugrats Royal Ransom

5.0

N P

Developer	Avalanche Software
Publisher	THQ
Release date	(us) November 16, 2002
Genre	Action-adventure
Mode	1-2 Players



Rugrats Royal Ransom is based on the Rugrats television series. The game's plot is loosely based on Rugrats: Castle Capers.

Tommy, Chuckie, Phil, Lil, and Kimi are playable characters. The Play Palace 3000 is divided into nine levels, with each one further divided into sections. The player is typically tasked with finding items and playing mini-games in order to advance forward. New levels are unlocked by collecting batteries. Money can be collected to unlock new characters, as well as new mini-games.

Shane Satterfield of Extended Play gave the game a rating of 2 out of 5, and wrote that the game's characters *"all control exactly the same and have the same abilities. And that's not saying much because they do very little. [...] Despite the fact that there are just three moves to perform, the jumping mechanism is difficult to come to grips with and a plethora of invisible walls makes navigating the environments a chore. [...] The simple minigames will please the young ones, and they give the game a sense of variety, but they're far too simple for parents to appreciate."*

5.7

Ruff Trigger: The Vanocore Conspiracy

Developer	Playstos Entertainment
Publisher	Natsume, (us) SCEA
Release date	(us) June 28, 2006
Genre	Action-platformer
Mode	1 Player

The player takes on the role of Ruff Trigger, a bounty hunter sent to rescue tiny creatures known as "piglots". A shipment of them has crashed on a foreign planet, sending them all over the place. The player can use different weapons to destroy numerous mechanical enemies that face Ruff on the planet as he rescues the piglots. Other gameplay mechanics include driving sequences, explosive piglots, and a werewolf form that Ruff transforms into when he drinks a substance known as 'Vanocore Power Drink'.

Ruff Trigger received "mixed" reviews according to Metacritic. Despite the game's often-praised budget price, it was often criticised by game reviewers for its derivative gameplay, taking elements from such games as Jak and Daxter.

Rumble Racing

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) April 23, 2001
Genre	Racing
Mode	1-2 Players

8.5

Rumble Racing is described as 'Gran Turismo meets SSX'. The game is an arcade-style racing game that includes features like various stunts, power-ups, speed boosts, and track short cuts.

There is no story behind it. Players merely race in one of three dozen cars (many based on real-life designs) in fifteen different tracks, ranging from airports to old mines to specially designed stunt arenas. Taking part in either races, stunt shows, or in one-on-one duels, players need to learn not only how to drive, but also when to use power-ups and where the best short cuts are. Power-ups include oil slicks to bombs to a tornado that cleans the course ahead of them. Through the Championship mode, they'll be able to unlock all the vehicles and tracks.

"mobygames.com"

EVEN WHEN YOU LOSE,
YOU WIN.

"We're impressed... the game plays as good as it looks." – *PSM*

"Looks amazing... plays fantastic." – *Play Magazine* | "Face it. You've always wanted this." – *1up.com*

They're on top of you. You're on top of them. Does it really matter? All female wrestlers. 10,000 polygons per character. And hardcore wrestling gameplay. It's Rumble Roses and it's definitely a win-win situation.

RUMBLE ROSES

MATURE 17+
M
Sexual Themes
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation.2

KONAMI
www.konami.com/usa

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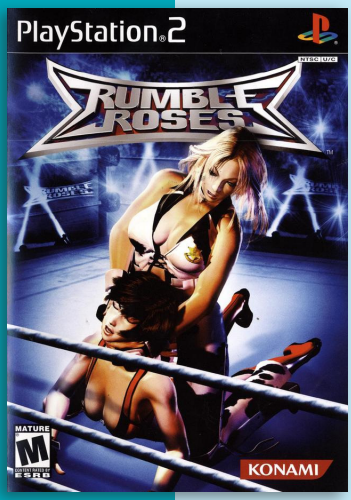
Rumble Roses

6.6



J N P

Developer	Yuke's
Publisher	Konami
Release date	(ko) November 25, 2004
Genre	Sports
Mode	1-2 Players

Rumble Roses is a professional wrestling fighting game. The game uses the same engine as Yuke's 2003 release WWE SmackDown! Here Comes the Pain.

Rumble Roses features an all female cast. There are regular matches and mud wrestling matches. There is also a story mode and an option to allow two computer controlled girls to "duke it out while you watch." Each character is claimed to contain 10,000 polygons, a record number for the PlayStation 2.

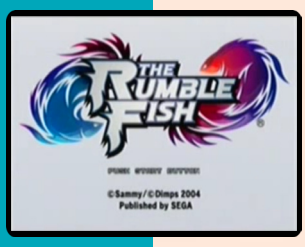
Rumble Roses features a heel/face system derived from real-life professional wrestling. Each character has an alternate side, bringing the total character count up to 22. Most characters start as a face, or good side. Three of them, however (Bloody Shadow, Candy Cane, and Evil Rose), start as the heel or evil side. Alternate forms of each character are unlocked through the Vow System. Vows are specific things the player must complete during matches, such as not using weapons, using a Killer Move, or winning the match within a certain time limit.

The game's unique unlock system allows only one version of each character (either heel or face) to be unlocked for exhibition matches at any time. The characters can still change back and forth, and unlocked characters remain open for story mode and gallery mode. This effectively cuts the roster in half for exhibition mode.

The game received "average" reviews according to Metacritic. Critics generally disliked the audio quality and plot but praised the graphics. J.M. Vargas's review for PSX Nation said, *"Like too many Konami projects localized in English the voices in this game are utter and complete garbage."* Jeremy Dunham reviewed the game for IGN, giving it 7.8 out of 10 overall: 9 in both Presentation and Graphics, 6.5 in Sound, 7.5 in Gameplay, and 7 in Lasting Appeal. Dunham found the storyline to be lackluster but enjoyed the game, commenting that *"It's one of those rare games that manages to capitalize on the whole sex appeal thing without sacrificing the gameplay along with it."*

The Rumble Fish

6.7



J

Developer	Dimps Corporation
Publisher	Sammy Studios
Release date	(jp) March 17, 2005
Genre	Fighting
Mode	1-2 Players

The Rumble Fish is a 2D fighting game first published by Sammy for the Atomiswave arcade platform in 2004, and was later ported by Sega to the PS2. A sequel, The Rumble Fish 2, was later released in arcades.

The game takes place in the distant future during the 21st century. A region devastated by natural disasters has been transformed into the site of a deadly fighting tournament called The Fight for Survival, held by the multinational PROBE-NEX-US Corporation. Fighters of all styles, from all walks of life, and from all over the globe gather for this annual tournament. Some fight for power and fame, some for money, and some simply for revenge, but each has their own personal reasons for participating.

The game is a 2D 1-on-1 fighting game comparable to King of Fighters. Two unique elements of the game are separate gauges for offensive and defensive techniques, as well as the ability for characters' armor to be damaged and destroyed. Included are standard Arcade, Versus, Story, Training, and Survival modes, as well as an unlockable art gallery. The PS2 release adds two additional playable characters over the arcade version, Sheryl and Hazama, for a grand total of 12.

"mobygames.com"

The Red Star

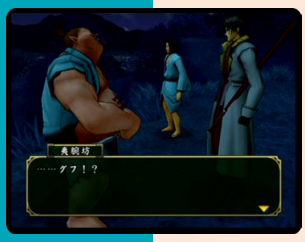
7.2

Developer	XS Games
Publisher	XS Games, (us) SCEA
Release date	(eu) April 20, 2007
Genre	Action
Mode	1-2 Players

N P

The Red Star is a third-person action game based on the graphic novel of the same name. The setting is an alternate reality version of the Soviet Union, the United Republics of the Red Star (URRS) where magic and technology co-exist. Players can choose from one of three character each with different abilities and play styles. The gameplay includes elements of shoot'em up and beat'em up genres, boss fights, weapon upgrades, and more.

7.6



J

Rurouni Kenshin: Meiji Kenkaku Romantan - Enjou! Kyoto Rinne

Developer	Eighting
Publisher	Banpresto
Release date	(jp) September 14, 2006
Genre	Adventure, Beat-'em-up
Mode	1 Player

Rurouni Kenshin: Enjō! Kyoto Rinne is the third game to deal with the adventures of Kenshin Himura, the red-haired samurai. This one focuses on the Shishio saga, or the transition from the Bakumatsu period to the Meiji era (28-62 episodes in the anime), and is what could be called a fighting arcade game inside a world of adventure (with the usual dialogues, visiting different places, etc), but adding more emphasis in the fighting aspect.

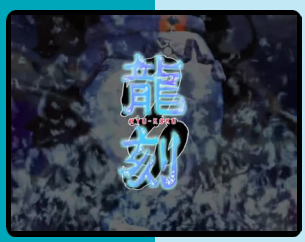
There are 4 game modes, of which players will only see one in the beginning: the History mode. There players can play with either Kenshin, Sanosuke Sagara or Hajime Saito, and there's also a secret character they can unlock when they finish it at least once. Players can upgrade their character abilities and speed from fight to fight, introducing a small RPG component. The character development and storyline is different according to the character they have chosen.

The gameplay consists of typical brawling against multiple enemies at once, shown from a third-person perspective. Next to regular attacks and combos, there are also special ones introduced through a short cut-scene.

"mobygames.com"

PlayStation 2 the Best

7.7



J

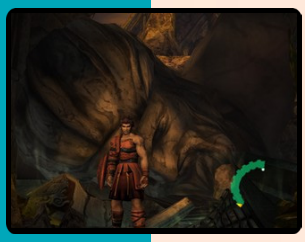
Ryu-Koku

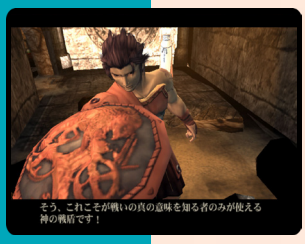
Developer	Kid
Publisher	Kid
Release date	(jp) September 21, 2006
Genre	Visual novel
Mode	1 Player

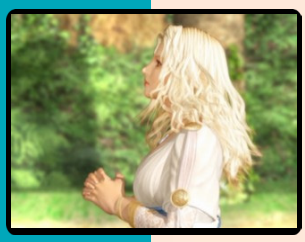
The protagonist of the story, Tsukasa, is a high-school student. Recently he's been having weird dreams or visions. He saw a woman's face looking at him while crying, and while he never saw her before, he felt something strangely familiar about her. Next day the girl from his dream appear and says her name is Miru and that she is his relative. Soon after the meeting, strange things start to happen around Tsukasa.

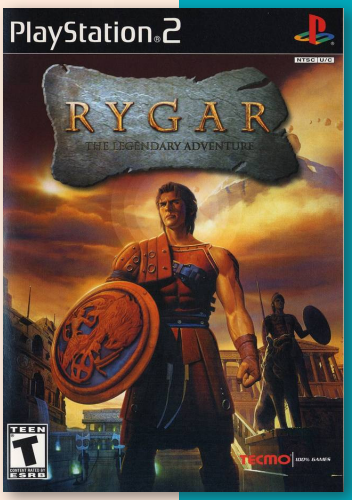
Rygar: The Legendary Adventure

8.3









Developer	Tecmo
Publisher	Tecmo, (eu) Wanadoo, (us) SCEA
Release date	(us) November 25, 2002
Genre	Action-adventure
Mode	1 Player

Rygar: The Legendary Adventure, released in Japan as Argus no Senshi, is based on the original Rygar released for arcade and home consoles. It features 3D graphics and a destructible environment. The game is inspired by Greek and Roman mythology and has many enemies and worlds named after them.

In the game, the player traverses the landscape armed with the Diskarmor, defeating enemies, collecting power-ups, and so forth. The camera is fixed in one location, but rotates when the player moves around accordingly. The game has many unlockable features, like picture and movie galleries. Completing the game and meeting certain requirements enables the use of a number of special Diskarmors. as well as allowing the player to select any level.

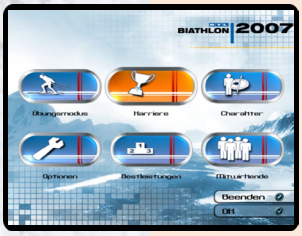
The Diskarmor is a shield that is the main focus of gameplay. The player can equip special stones found throughout the game to increase its power and so forth. Also, abilities can be found that add other functions to the Diskarmor, such as a grapple ability that allows the player to swing between specially marked icons and pull themselves up to otherwise unreachable areas.

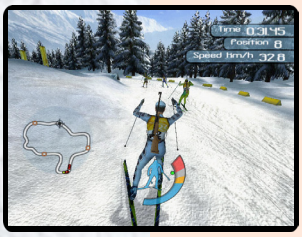
Remains from Ancient Greece and the Roman Empire were used as a reference to help design the world. At the start of production, in-house staff members traveled to Greece to look at subject matter. Photographs were taken to help create textures. 3ds Max was used to develop the stages and character models. The character models were then converted into Tecmo's original format and imported into Softimage 3D to animate them. Model textures were edited in Photoshop. The opening movie began production before the game sections.

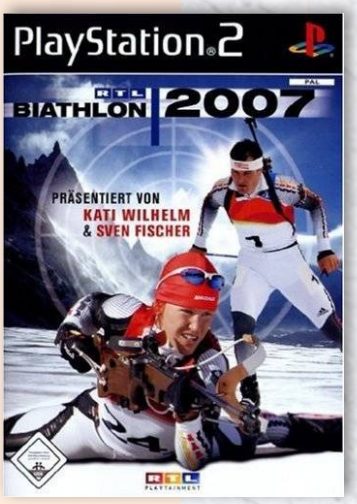
The initial release of the game was met with very positive reception. GameRankings and Metacritic gave it a score of 82.27% and 83 out of 100. In Japan, Famitsu gave the game a score of 31 out of 40.

RTL Biathlon 2007

5.1







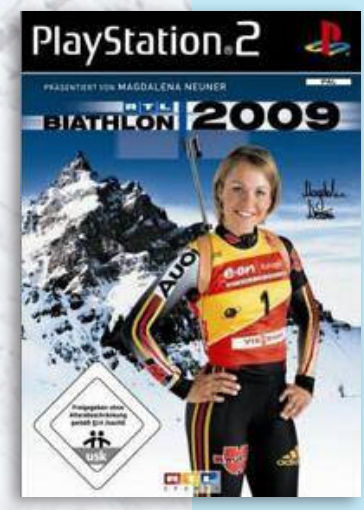
Developer	49Games
Publisher	RTL
Release date	(eu) December 2006
Genre	Sports
Mode	1-4 Players

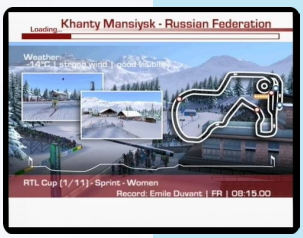
RTL Biathlon 2007 is a simulation of the winter biathlon sport, combining two disciplines: cross-country skiing and rifle shooting. The competition takes place on nine skiing areas.

The different game modes include Practice, Career and Multiplayer. By competing in different leagues, players earn experience points that eventually open up power points to be distributed over a number of skills. At the start of the game, players can choose a preset skier or create a custom one, determining the name, outfit and skill level. Multiplayer is available for up to four players (hot seat mode) or two in split-screen.

RTL Biathlon 2009

6.6





Developer	49Games
Publisher	RTL
Release date	(eu) November 27, 2008
Genre	Sports
Mode	1-4 Players

RTL Biathlon 2009 is another simulation of the Biathlon sport. During the skiing sections the player steers his athlete into the correct direction and watches his stamina. In the middle of the screen is a power bar which gets filled by holding the assigned button - if the bar is too low the athlete gets slow and if it is too high he gets tired. Practically this results in steady button pressing to keep it as high as possible. During the shooting sequences the player shoots on targets while the cursor is wobbling. He can also hold his breath for a short time to steady his aim.

In the career mode the player divides points into four categories, e.g. speed or stamina, which influence the athlethe's capabilities. After successful championships he can improve these stats further. New in this instalment are super-powers which can be chosen at some point. When activated these give a big boost on a stat for a short time, e.g. "mountain skiing" boosts power when skiing uphill. These are available once per race. There are overall 15 courses which are partly licensed.

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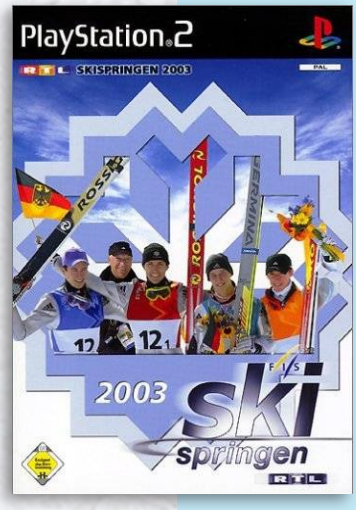
RTL Ski Jumping 2003

5.5



Developer	RTL
Publisher	THQ
Release date	(eu) 2003
Genre	Sports
Mode	1-16 Players

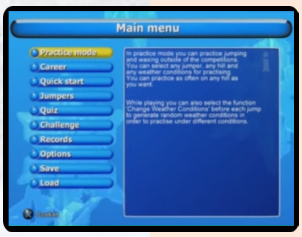
RTL Skispringen 2003 is a ski jumping game with a hot-seat multiplayer mode. The jumpers have to built up based on statistics similar to a role-playing game. They are trained and managed through the ski jumping season 2002/2003.

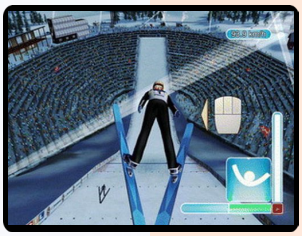
As a sequel to RTL Skispringen 2002, it includes a number of new features compared to the previous iteration. There are now different leagues (Junior, Amateur, Pro), it runs on a new graphics engine, multiplayer games are supported through internet, LAN or hot-seat, there is a new commentator, a transfer market for trainers, and a sports quiz with more than 500 questions.

"mobygames.com"

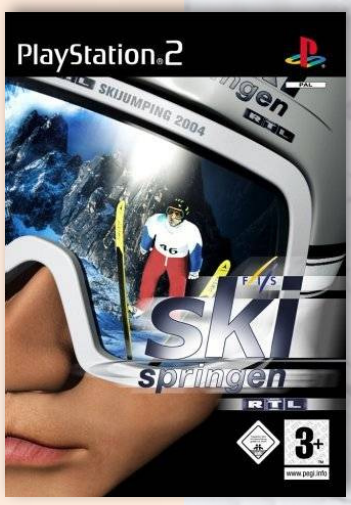
RTL Ski Jumping 2004

5.5





Developer	RTL
Publisher	RTL
Release date	(eu) November 18, 2003
Genre	Sports
Mode	1-16 Players



RTL Skispringen 2004 is another ski jumping simulation. The handling is quite simple: the player uses the controller to hold a steady course and clicks at the right moment to jump respectively land. In the career mode the player creates his own athlete who starts in the amateur league. For successful competitions he receives prize money and experience points which he reinvests into better coaches or equipment respectively better character statistics, e.g. landing technique. The goal is to become the best athlete in the world.

In comparison to the 2003 version it features two important improvements: Firstly there is a optional technique analysis after every jump which shows potential points of improvement. Secondly there are challenges in the career mode which unlock special pieces of equipment, e.g. a perfect landing. There is also a quiz game with a few hundred questions about ski jumping. The license is restricted to the 28 original ramps.

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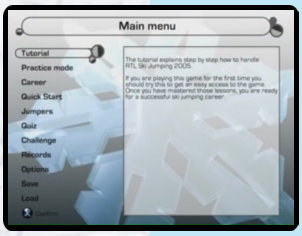
RTL Ski Jumping 2005

6.1



P

Developer	49Games
Publisher	RTL
Release date	(eu) December 10, 2004
Genre	Sports
Mode	1-12 Players

In comparison to the 2004 version the biggest improvement are the completely new graphics engine. Instead of 28 licensed ramps there are now 39, including six summer ramps. A few (but not all) ski jumpers' names are also licensed.

The game features a optional technique analysis after every jump which shows potential points of improvement and challenges in the career mode which unlock special pieces of equipment, e.g. a perfect landing. There is also a quiz game with a few hundred questions about ski jumping.

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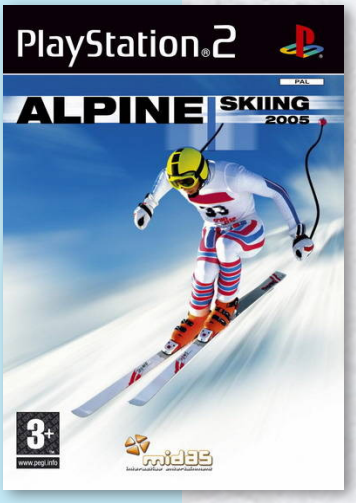

RTL Ski Jumping 2006

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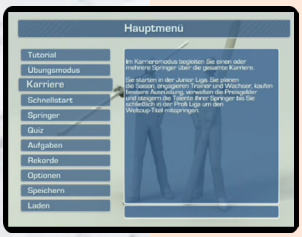


P

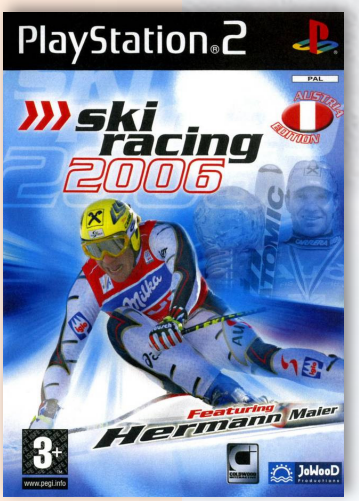
Developer	49Games
Publisher	RTL
Release date	(eu) 2006
Genre	Sports
Mode	1-2 Players

The 2006 edition of this winter sports franchise covers the 2005/2006 season. The player can either start as a team manager or as a talented young jumper. There are 41 new settings and over 800 voiced commentary lines to rate the jumper's performances and provide in-game announcements. Jumping can be done in different game modes, including summer challenges and crew-based jumps.

This version includes a tutorial, 3 difficulty levels in the career mode, 3 different leagues to compete in, a revised shop and training system, and a new sponsor system, where a contract provides a monthly income. Next to various tweaks to the physics, graphics and animation, it is also the first part in the series where the player can jump from a first-person perspective.

The game includes a Quiz Games mode to test the players knowledge about the sport in 500 questions.

"mobygames.com"



RTL Ski Jumping 2007

5.8

Developer 49Games
Publisher RTL
Release date (eu) November 17, 2006
Genre Sports
Mode 1-16 Players

In comparison to the 2006 version there are a few small improvements, e.g. a overhauled menu system, new graphics effects and two new camera perspectives. Also new is that the player additionally controls the balance during the braking after the landing and if the player character shows cheering or depressed gestures. The license is restricted to the 41 jumping sites and the equipment.

"mobygames.com"

RTL Winter Games 2007

6.5

Developer 49Games
Publisher RTL
Release date (eu) December 6, 2006
Genre Sports
Mode 1-4 Players

RTL Winter Games 2007 is the successor of Torino 2006 which simulates 13 events divided into seven disciplines: alpine skiing, ski jumping, sled, biathlon, ice skating and curling.

The basic handling is the same for most disciplines: steering the athlete in the right directions and pressing a button to perform an action, e.g. jumping. Two exceptions are the shooting part of the biathlon and skating: In the first the player needs to shoot targets with a wobbling cursor and the latter uses the typical rhythm game controls where arrows fly in from one side of the screen and the player needs to press the assigned button at the right time. Tactical elements are used in biathlon where the player needs to look after his fatigue and curling which is a tactical game by definition.

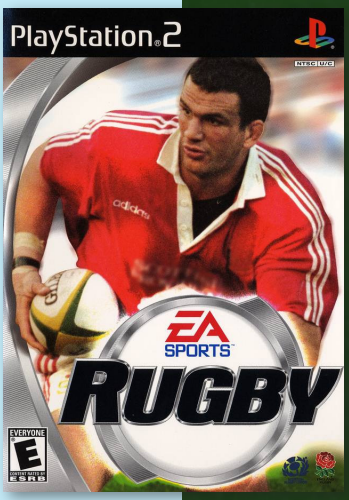
The single-player mode consists of different tournaments which contain seven or 15 randomly chosen disciplines. The player also has the option to compile his own tournaments. Additionally there are 43 small missions where the player needs to reach a certain result from a predefined initial situation.

"mobygames.com"

7.3

Rugby

Developer	Creative Assembly
Publisher	Electronic Arts
Release date	(eu) June 15, 2001
Genre	Sports
Mode	1-2 Players



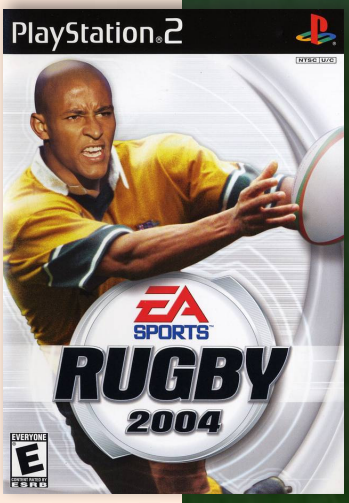
Rugby (known as EA Sports Rugby, and as Rugby 2001 in the European PC version; often mislabeled as Rugby 2002) is EA Sports' first rugby union game on Windows and PlayStation 2, and is succeeded by Rugby 2004. Rugby features over 20 teams, over 500 players and over 20 stadiums. The game's commentators are Bill McLaren and former England International Jamie Salmon. The game featured the national teams who took part in the 1999 Rugby World Cup.

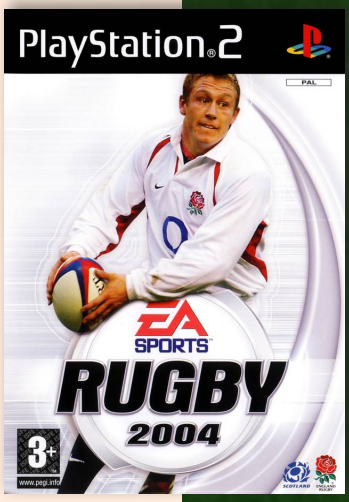
"mobygames.com"

6.1

Rugby 2004

Developer	HB Studios Multimedia
Publisher	EA Sports, (eu) Electronic Arts
Release date	(us) September 16, 2003
Genre	Sports
Mode	1-2 (4) Players





The official game of the 2003 Rugby Wold Cup in Australia, Rugby 2004 is the sequel to Rugby 2001 with HB Studios replacing The Creative Assembly as the developers.

Fully licensed by the IRB, Rugby 2004 features 75 stadiums from around the world, including all the World Cup venues, 95 teams including the British Lions and world champion Australian Wallabies and more than 2000 players each with individual names called by the BBC's John Inverdale and Channel 7's Gordon Bray.

The game's soundtrack is provided by INXS. It supports up to 4 players playing on the PlayStation 2 via Multitap, and also utilises the console's online multiplayer function. The cover athlete is Wallabies' scrum-half George Gregan

Major additions to the game include Super 12 and European Cup provincial tournaments, a player editor, custom teams, skill challenges like those found in other EA Sports games and an exclusive soundtrack by INXS.

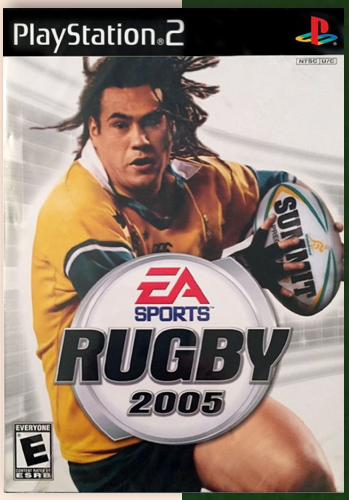
"mobygames.com"

Rugby 2005

7.1

N P

Developer	HB Studios Multimedia
Publisher	EA Sports
Release date	(us) March 8, 2005
Genre	Sports
Mode	1-2 (4) Players



Rugby 2005 is the first update to EA Sports' rugby franchise. The game is now powered by EA's FIFA engine. Features include overhauled gameplay, motion captured animation, crowd chants for major stadiums, and unique heads for famous players. The BBC's Ian Robertson and former All Black Murray Mexted provide commentary. Mexted also guides the player through extensive interactive training drills.

Rugby 2005 includes up to date listings for all the major international teams, plus options to edit squads and create new players. Players can compete in tournaments such as the 6 Nations, Tri Nations, Super 12 and European Trophy championships.

"mobygames.com"

Rugby 06

Developer	EA Canada
Publisher	Electronic Arts
Release date	(eu) February 10, 2006
Genre	Sports
Mode	1-2 (4) Players

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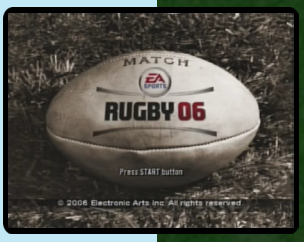


J N P

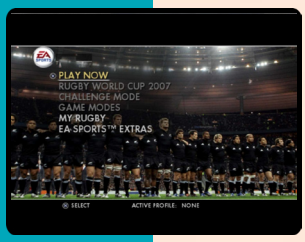
Rugby 06 allows players to play as many Rugby nations, both major and minor, and includes many tournaments, such as the Rugby World Cup, the Tri Nations, the Six Nations, and the Super 14.

New features include an overhaul of the tackle and off-load systems and enhanced weather graphics. The BBC's Ian Robertson and former All Black Grant Fox provide commentary, with additional comments from Murray Mexted.

The game received "generally favorable reviews". In Japan, Famitsu gave it a score of 25 out of 40. The Times gave the game a score of four stars out of five and said that *"Rugby, with its elaborate set-pieces and impenetrable laws, is a hard game to render on computer, but this is an extremely good try."*

7.4

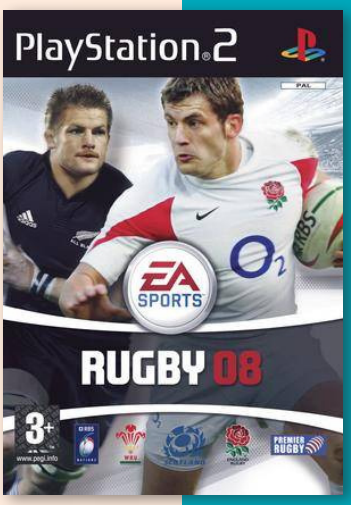
Rugby 08



J N P

Developer	EA Canada
Publisher	Electronic Arts, (au) EA Sports
Release date	(us) July 17, 2007
Genre	Sports
Mode	1-2 (4) Players

Rugby 08 is the seventh rugby union released by Electronic Arts, and the official game of the 2007 IRB Rugby World Cup. It features 23 national teams (some unlicensed), the fully licensed Super 14, Guiness Premiership (England), Celtic League and French and Italian team (unlicensed), as well as the Junior All Blacks, the Australian A's and the unlicensed Pacific Islanders and Barbarians, as well as dozen of stadiums.



Game modes include the Rugby World Cup, Practice, several national and international tournaments such as the 6 Nations. Tri-Nations, Super 14, Guiness Premiership and the European Trophy, as well as the World League, where the player takes complete control of a team in the 3rd division, and builds his way up to the top division, while earning enough transfer points on the field to keep wages in check and get new signings. A new game mode is also featured, where the player has to re-write history from previous world cups in order to unlock highlight videos from each World Cup and other goodies.

Other features include more flexible camera control, new set pieces and faster defending formations and improved AI.

"mobygames.com"

6.0

Rugby League

P

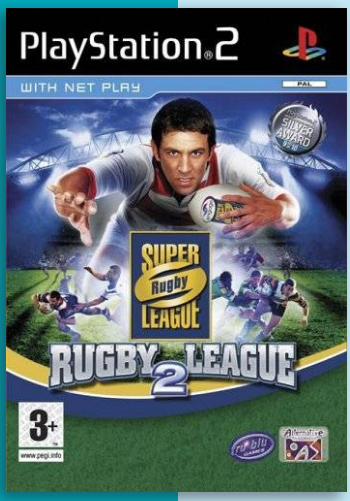
Developer	Sidhe Interactive
Publisher	HES Interactive
Release date	(au) December 9, 2003
Genre	Sports
Mode	1-2 (8) Players

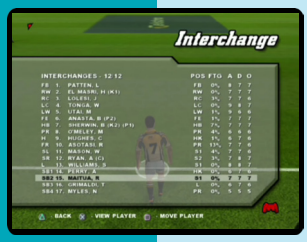
NRL Rugby League is a New Zealand-developed rugby sports game in the tradition of console based sports titles. It features 30 licensed teams, several major leagues and interantional test matches, 25 stadiums, commentary by Andrew Voss, and variable weather conditions. Players can create their own players, teams and competitions, with detailed statistics, and players have to take injuries, sin bins and send offs into account.

"mobygames.com"

Rugby League 2

7.4





Developer	Sidhe Interactive
Publisher	Tru Blu, (eu) Alternative Software
Release date	(au) December 8, 2005
Genre	Sports
Mode	1-2 (8) Players

Rugby League 2 is the sequel to the 2002 Rugby League, and was released on 9 December 2005 for PlayStation 2 and Windows, and in June 2006 for Xbox. The title was developed by New Zealand company Sidhe and published in Australasia by Tru Blu Entertainment and in Europe by Alternative Software. New Zealand Warriors captain Steve Price is featured on the cover. The United Kingdom release features former St. Helens captain Paul Sculthorpe on the cover.

The game features more teams, more stadiums and more competitions than the original, as well as extra graphic detail including motion capture and realistic player appearances. Also added is the franchise mode, allowing the player to control a team in the NRL or Super League for ten years, and online multiplayer.

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Rugby League 2: World Cup Edition

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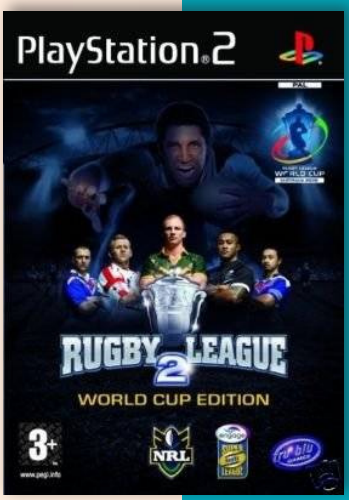
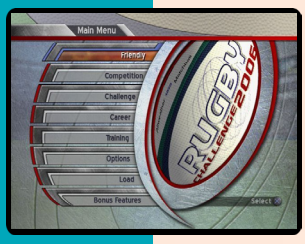


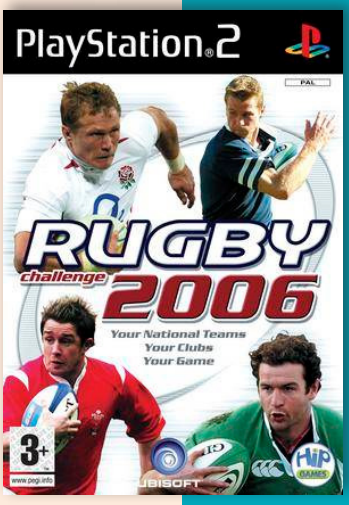
Developer	Sidhe Interactive
Publisher	HES Interactive
Release date	(au) November 6, 2008
Genre	Sports
Mode	1-2 (8) Players

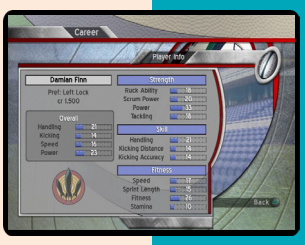
Rugby League 2: World Cup Edition, a content update, was released exclusively on PS2. It was available primarily in Australia, New Zealand and the UK. Limited quantities of the game are also available in other PAL territories.

This game primarily introduces content updates, including new team squad lists and strips and new stadia. There are also two new teams included, Samoa and Gold Coast Titans. There is also a new World Cup mode, replicating the real life tournament. The game retains it's official Super League and NRL licences, the two biggest RL club leagues in the world, allowing official names, players and likenesses to appear. The franchise mode of the previous title is also carried over, allowing the player to run a team for multiple seasons.

Rugby Challenge 2006







Developer	Swordfish Studios
Publisher	Ubisoft
Release date	(eu) February 3, 2006
Genre	Sports
Mode	1-2 (4) Players

Rugby Challenge 2006 is a 2006 rugby union game. There are a number of tournaments that can be played in the game, both club and international competition. In addition there is a career mode (which includes trade/recruitment/management etc.), full training mode, as well as player/team/tournament editor.

There are a number of 'Challenge Modes' as well; Survival mode, Classic mode and Superstar mode. Classic games/teams can also be unlocked. The in-game commentators are John Inverdale and Dewi Morris. The game has multiplayer up to 4 people.

There are a number of different cover arts for the game; one features four different rugby union players (one from England, Wales, Ireland and Scotland), one features a number of Italian players, another has a Biarritz player (Dimitri Yachvili), and another has no rugby player, but a rugby ball on the cover.

P

Rune Princess

5.8

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) November 24, 2005
Genre	Visual novel
Mode	1 Player

In this love simulation adventure, players take the role of Yuusaku, a student at a Tokyo school who has the strange ability to move objects just by looking at them and make flowers blossom with a mere touch. He hears some weird news: A middle-ages European-style tower has appeared along the Yamanote train line. Taking the train to school, he realized that although it's commute time, there is only one other person on the train with him. This lone young girl turns to Yuusaku and says, "I've been longing to meet you, Mr. Yuusaku." This is the start of Yuusaku's new school life as he finds himself in the company of 12 "rune princesses" who came from the world of "Neo Thirteen" in search of a hero.

J

Rune: Viking Warlord

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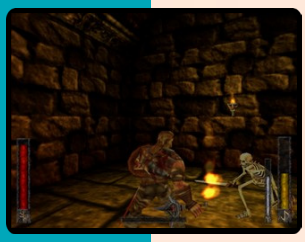
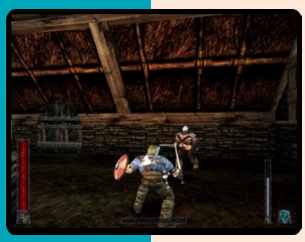




Developer	Human Head Studios
Publisher	Take-Two Interactive
Release date	(us) July 28, 2001
Genre	Action-adventure
Mode	1-2 (4) Players

Rune is an action-adventure based on Ragnarok, showing the conflict between the Gods Odin and Loki and the buildup to Ragnarok. Built on the Unreal Engine, the game casts the player as Ragnar, a young Viking warrior whose mettle is tested when Loki and his evil allies plot to destroy the world and bring about Ragnarok. Rune: Viking Warlord is the PlayStation 2 port of Rune, originally released on Windows in 2000. It contains a few extra maps and enemies, but is otherwise a straight port.

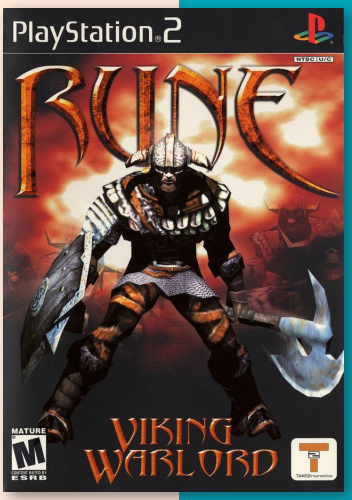
Rune is a 3D action game. The player navigates Ragnar through hostile areas, killing predominantly supernatural creatures with melee weapons. Ragnar can use swords, axes, maces and hammers. Each weapon has a special "Rune Power" that can be activated for a short time by gathering energy from runes. Ragnar is also able to equip shields. Multiplayer is included as well, in which each player controls a character equipped with various weapons, in a fashion similar to Ragnar.

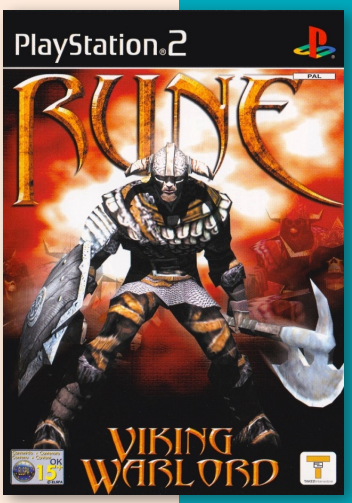
An innovative feature of the game is that anything dropped by a dead opponent (body parts included) can be picked up and used. Limbs can be swung as clubs, and heads can be carried and used as weapons. Enemies whose sword arms have been chopped off will run away from battle.

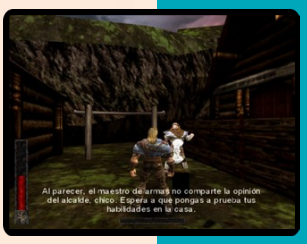
Rune features several multiplayer modes, typical for the time, such as Deathmatch, Team Deathmatch, and so on.

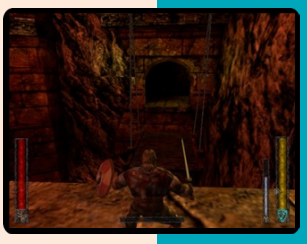
The original PC version of Rune received generally positive reviews. Critics generally thought the game was good, but not great, and required the player to adjust their expectations. A common point of criticism was the enemy artificial intelligence. Opponents would simply gang up on the player without bothering to use tactics. Enemy variety was also found wanting.

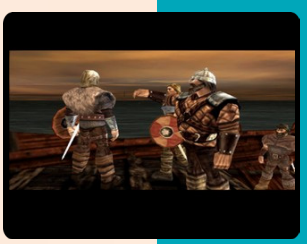
The PlayStation 2 port was criticized for inferior graphics to the original and long loading times. Whatever their opinion of the multiplayer on PC, critics disliked the multiplayer on PS2.











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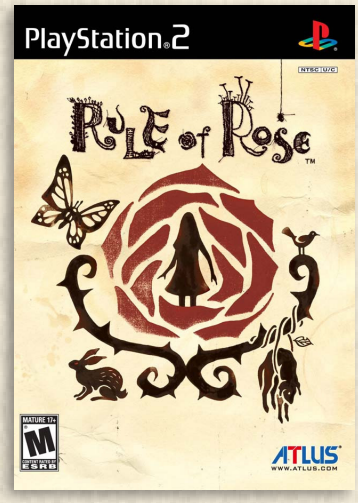

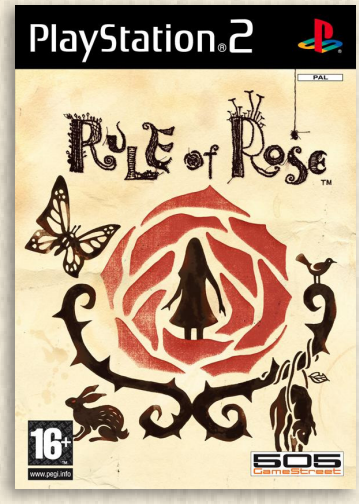

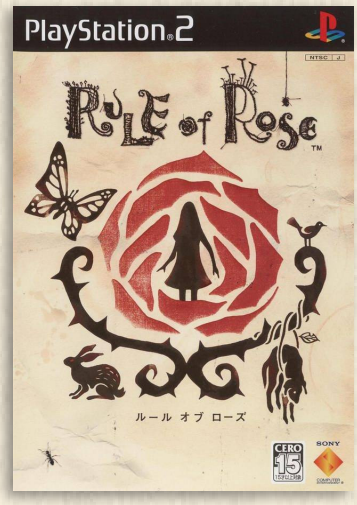

J N P

Rule of Rose

Developer	Punchline
Publisher	SCEI, (us) Atlus, (eu) 505 Game Street
Release date	(jp) January 19, 2006
Genre	Survival horror
Mode	1 Player

Rule developed by Punchline for the PlayStation 2. It was first released in 2006 by Sony Computer Entertainment in Japan. After Sony Computer Entertainment's American and European branch did not express interest in localizing the title, it was published later that year by Atlus USA in North America and by 505 Games in Europe.

Set in England in 1930, the plot revolves around a nineteen-year-old woman named Jennifer, who becomes trapped in a world ruled by young girls who have established a class hierarchy called the Red Crayon Aristocrats.

Rule of Rose is a survival horror game in which the player guides Jennifer through exploring the game environments and advances the plot by accomplishing tasks while sporadically encountering enemies and bosses. Combat is almost exclusively melee-based, with a variety of improvised weapons available, such as kitchen knives and pipes. Jennifer is a timid character: her melee attacks are neither powerful nor long-ranged. Evasion of enemies is often a more viable strategy instead of fighting. With the exception of a handful of bosses, all enemies in the game are imps—skinny, doll-like creatures the size of small children. Different animal-headed imps appear throughout the game, alongside regular imps.

Early in the game, the player encounters and rescues a Labrador Retriever named Brown. Brown accompanies Jennifer throughout the game and will respond to the player's commands. Brown can be ordered to track items by scent, be commanded to 'stay' and be called to Jennifer's side. Brown cannot attack enemies, but will growl to distract some imps and bosses, allowing Jennifer to retreat or attack without fear of retaliation. He can be injured to the point of collapse, causing him to stop distracting enemies or track items.

Brown's ability to locate items is an integral part of the game, used in every chapter of Rule of Rose to progress further. The same system allows the player to find health restoratives and other items which, while not essential to complete the game, can help the player survive enemy encounters. Players select an item from the inventory for Brown to locate, which is then connected to the 'find' command until changed or removed. Every item selected this way can be used to find at least one type of item. When tracking items, Brown will lead the player through the game environments, scratching at doors in his way, signaling the player to open the door. Most health restoring foods and all tradable items are hidden and must be uncovered by Brown, though the player can choose to avoid searching for these items in order to progress quickly. Restorative items include snack foods, candy, and chocolate. The different types of restorative items heal varying amounts of health. Bones and other items can be used to restore Brown's health if he becomes injured. Other items such as marbles and ribbons have no immediate use, but may be traded with non-playable characters in order to obtain food, rare items, and weapons.

The company Punchline, which had previously developed the video game Chulip, developed Rule of Rose for the PlayStation 2. A group of twenty-five developers, Punchline began the project after being asked by Sony Computer Entertainment to develop a horror video game; not wanting to create a game similar to the survival-horror series Resident Evil, Punchline decided on the goal of developing a *"new type of horror game, one which wasn't the usual zombie, ghost and slasher type,"* with an emphasis on psychological horror rather than *"surprise- and shock-based horror."* A proposed early draft by Yoshiro Kimura was a dark fantasy *"boy's story"* that centered on a boy abducted by *"a big man"* and his attempts to escape, while encountering the ghosts of previous victims. Keywords included *"Kidnapping, imprisonment, children, bullying, dwarfs, airship, escape."* This concept was turned down by the publisher on the basis of being *"too dangerous a topic,"* and Kimura turned to the idea of examining the *"fear between girls."*

This decision led to the concept of *"a game surrounding childhood and children,"* but from both view points to show how children and adults can find the other one terrifying, with a primary focus on the adult's perspective. Though the game has garnered comparisons with William Golding's 1954 allegorical novel The Lord of the Flies, the developers did not draw inspiration from it, instead focusing on the *"mysterious and misunderstood"* nature of girls. The story formed through trial and error as the developers figured out how to create a sense of fear, ultimately adding the children's secret society, the Red Crayon Aristocrats. They also included Brown as a way to balance Jennifer's *"helpless and unhappy"* personality and make the game more enjoyable. Because of budget and time problems, the combat system was left a little rough.

Rule of Rose's graphics are heavily stylized, incorporating a series of visual filters similar to those used in the Silent Hill series. The developers researched the behaviour of children, monitoring a group of European and American children, and photographed references for *"the game's textures and models"*; for the motion capture, the team had Japanese children act. At the request of the developers, the group of children also expressed through drawings or written words what caused them to be happy or afraid. The company Shirogumi worked on the computer-generated imagery present in Rule of Rose's cutscenes. The musical score was composed by Yutaka Minobe, who also co-composed the music of Skies of Arcadia and some tracks from the Panzer Dragoon Orta soundtrack. The entire score was produced by studio musicians, including the Hiroshi Murayama Trio, and vocals by Kaori Kondo. According to the game's developers, the music was intended to bring a human element to the atmosphere in the game. A 6-track promotional soundtrack CD was produced by Atlus, which was issued to customers from certain retailers when Rule of Rose was pre-ordered.

Punchline included several themes in Rule of Rose, with the primary one being *"intimate relationships between all people"*. A major theme in the game is the difference between a child's and an adult's way of thinking, and how children might treat adults if they were given power over them. Players are helpless to prevent their adult player-character from being bullied by the children. Another is how attachment *"to one thing can bring out the worst in people."*

Prior to its publication, Rule of Rose was the subject of a moral panic in Europe. At E3 2006 Atlus announced that it would be releasing Rule of Rose in the United States, following Sony's decision to pass on an American release, as the game *"wasn't really in sync with their corporate image"* and the company had wanted the game to *"be a bit tamer, if it were to have the Sony name in the U.S."* The developers disagreed with this, saying that *"the theme is supposed to be one of intimate familiarity"* and that they had intended to portray how children behave *"without the filter of guilt or sin."* Rumors of violence towards children in the game tied into a larger discussion of morality and violence in video games appeared in the Italian magazine Panorama in November 2006, and were quickly picked up by the British media, which alleged that the game had scenes of *"children buried alive underground, in-game sadomasochism, and underage eroticism."* These allegations were untrue. At the time, Rule of Rose had already been rated by various video game advisory boards as suitable for an older teenage audience: in Japan, it was rated 15+; in the majority of Europe, 16+; and in North America, 17+.

European Union justice minister Franco Frattini attacked the game as containing *"obscene cruelty and brutality."* He also called for changes to the PEGI rating system in place across Europe and for government officials to engage in discussions with industry representatives. Frattini received a letter from Viviane Reding, commissioner for the information society and media, who criticized his actions: *"It is...very unfortunate that my services were not pre-consulted before your letter to the Ministers of Interior was sent out,"* reminding him of the commission-backed self-regulating ratings system called PEGI that has operated across the European Union since 2003. The PEGI system of classification, according to Reding's letter, offers *"informed adult choice"* without censoring content: *"This is in line with the Commission's view that measures taken to protect minors and human dignity must be carefully balanced with the fundamental right to freedom of expression as laid down in the Charter on Fundamental Rights of the European Union."* On March 7, 2007, a group of Member of the European Parliaments presented a Motion for a European Parliament resolution on a ban on the sale and distribution in Europe of the game and the creation of a 'European Observatory on childhood and minors'. The game was further suggested to be banned for sale in France, and to be kept from the public in Poland. At this time, the game had not yet been released in Europe; the public

officials suggesting that Rule of Rose be banned had not played the game, only having read about its alleged content or seen the trailer.

505 Games' Australian distributor, Red-Ant, canceled the game's Australian and New Zealand release, and 505 Games later canceled the United Kingdom release as a result of complaints by Frattini and other EU officials, and *"largely misleading"* commentary from the British press, although review copies had already shipped to video game journalists. It was released in the rest of Europe. The British body which had granted the title its 16+ PEGI rating (the Video Standards Council) responded to the press and Frattini's comments: *"I have no idea where the suggestion of in-game sadomasochism has come from, nor children being buried underground. These are things that have been completely made up. [...] We're not worried about our integrity being called into question, because Mr Frattini's quotes are nonsense."* The Council further noted that *"there isn't any underage eroticism. And the most violent scene does indeed see one of the young girls scare Jennifer with a rat on a stick. But the rat's actually quite placid towards her and even licks her face."*

The game received mixed reviews, according to video game review aggregator Metacritic. The reviewer for video game magazine Play wrote: *"I think everyone should experience this game, especially horror fans, but in order to do so, you're going to have to suffer through times of sheer agony--just like poor, unlucky Jennifer."* According to Official UK PlayStation 2 Magazine, the game *"[b]lends the stuff of nightmares with stylish sound and graphics. Sadly, the developer should have spent longer on the gameplay."* Edge found neither plot nor gameplay appealing: *"It's just a murky brew of meaningless, exploitative dysfunction filling an empty game, and it leaves a bitter taste."*

It is generally agreed that the title has an interesting plot, with The A.V. Club observing that *"aside from a few deep curtsies and an unlockable Gothic Lolita costume, the characters are more sinister than sexualised"*. However, the gameplay is widely lambasted as clumsy, archaic, and unrewarding. The press was generally divided upon how much the gameplay detracts from one's ability to enjoy the story itself. GamesRadar described Jennifer as *"a cringing, passive non-entity"* and stated: *"There's no denying that Rule of Rose is extremely pretty, atmospheric and disturbing.... but as an adventure game, Rule of Rose just sort of wilts."* Acegamez, on the other hand, not only admired the game's plot but also found the gameplay appealing if slow, *"a wonderful psychological thriller that will draw you in with its bizarrely compelling narrative, atmospheric presentation and thoughtful story-based gameplay"*.

In a retrospective article on survival horror games, GamePro's Michael Cherdchupan listed Rule of Rose as one of the classics of the genre, writing that the game was a work of art that lingered long after playing through; he praised it for its delicate handling of its subject matter and Jennifer's journey as she processes her trauma. IGN listed Rule of Rose as one of the worst horror games created after 2000. While enjoying the *"refreshingly adult take on sexual awakening and repressed memories that's consistently unsettling without ever resorting to cheap shock tactics,"* it criticized the game's *"totally broken"* combat and *"thoroughly excruciating"* backtracking, controls, and camera angles.

Because of the limited number of copies published, Rule of Rose has garnered a reputation as one of the more expensive video games to buy second-hand.

PS2
PlayStation 2